


# The Daggerfall Chronicles™

Ronald  
Wartow





BETHESDA SOFTWARE™

presents

The  
Daggerfall®  
Chronicles™

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by Ronald Wartow



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# System Requirements

**COMPUTER:** IBM and 100% Compatibles.

**OPERATING SYSTEM:** Microsoft DOS 6.0 or greater.

**CPU:** 486DX2/66 required minimum.

**VIDEO CARD:** 256-color VGA, VLB or PCI bus required.

**CD-ROM Drive:** Double-speed CD-ROM drive required; MPC LEVEL 2 REQUIRED.

**MEMORY:** 8MB RAM required minimum.

**HARD DISK DRIVE:** 50MB available space required for minimum install.

**SOUND CARDS SUPPORTED:** Sound Blaster,<sup>™</sup> Sound Blaster Pro,<sup>™</sup> Sound Blaster 16,<sup>™</sup> AWE 32,<sup>™</sup> Pro Audio Spectrum,<sup>™</sup> Ensoniq Soundscape,<sup>™</sup> Gravis Ultrasound,<sup>™</sup> and 100% compatibles.

**INPUT DEVICE:** Microsoft 100% compatible mouse required. Joystick optional.

**WINDOWS 95 COMPATIBILITY:** Compatible in MS-DOS mode with 16-bit CD-ROM and mouse drivers installed; compatible in MS-DOS box with sufficient free RAM.







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# Unraveling the Shroud from Daggerfall

## Coming Attractions

**D**aggerfall is a fantasy role-playing game filled with rich stories of court intrigue, treachery, knightly conflicts, and the inevitable struggle between good and evil. This fictional world is deep in complexity and filled with surprises. But it is incomplete without you.

The stage for this epic is Tamriel, a striking continent with diverse terrain and impressive buildings. The Tamrielic Calendar reveals thousands of years of angst, jubilation, and tragedy.

Tamriel's landscape is brimming with magnificent cities and eerie dungeons. You'll also find caves and castles—and all manner of scary places. The civilized jewels in Tamriel's crown are ornate palaces ensconced in the impressive cities of Daggerfall, Wayrest, and Sentinel. Inside the cities' gates, and behind the nobles' backs, plots are hatched and conspiracies are set in motion. Within the walls of the most august buildings, you'll find treasures beyond



your wildest imagination. Of course, you can't simply walk up and retrieve a gem-encrusted sword. The huge Iron Atronach or the spellcasting Battlemage guarding it might take umbrage.

You can interact with many of Tamriel's inhabitants, all of whom have reputations. These reputations and personal interchanges dictate world events. In addition, every body politic and impolitic are also affected. From the guilds to the temples to the royal families—the story could unfold differently depending on your reputation and actions. Be warned—cities could be lost by a simple slip of the tongue.

Combine all that with the wide and varied states and conditions of the political entities in Tamriel, and you have several rousing adventures in store. Peaceful and not-so-peaceful encounters will flow your way. Remarkable quests and dangerous endeavors await. The emperor and his Battlemage, as well as dozens of members of royal houses, deliver quests of ever-increasing importance. The very fate of the empire rides on your deeds!

The quests and journeys are not merely strolls in the park. Along the way, horrible beasts, undead creatures, and mages casting the magic of the night block every step. The road can be long. It sometimes ends in unthinkable tragedy, as loved ones are slaughtered, kidnapped, or done in by foul play.

In the beginning, Daggerfall finds the player character (PC) summoned by Emperor Uriel Septim on a mission in the High Rock city-state of Daggerfall. The spirit of the recently departed king of Daggerfall, who was a great friend and ally of the Emperor, is haunting the court and streets of his former city, crying for revenge, bringing pestilence and distrust in his wake. The PC is to free the king's soul from its torment. Seemingly as an aside, the Emperor then mentions that there is a certain letter he sent to the queen of Daggerfall some months ago, to which he has received no reply. The letter apparently contains some personal remembrances, and it would be an embarrassment should it fall into strangers' hands. The PC is to retrieve this letter.

As the PC investigates the two quests, stories of madness, unrequited love, dark sorcery, seduction and betrayal, and a plot to recreate a powerful force from a dark era surface. The actions of the PC will determine who if any will wield this power and what will be the fate of Daggerfall and the Empire of Tamriel itself.



# What's in This Book

This book exposes the inner workings of Daggerfall, plus gives hints, tips, and special information on how to complete the game with panache and honor. Those who want broad level hints have them. Those who wish to examine and analyze the complicated formulas for how things work will have a field day.

The book will reveal everything from helpful exploring techniques to sure-fire ways to defeat even the toughest monsters. Many tables, charts, and maps will give you special insight into how to overcome those pesky obstacles that inevitably pop up.

Learn the unfolding story of Daggerfall. Prepare to be walked through the 12 so-called story dungeons, places that are vital to completing the game. You will even learn about the multiple endings possible. The fate of Tamriel is in your hands.

However you use this book, remember that Daggerfall is all about having fun.....







# Tamriel's Timeline

## The 1st Era

- 1E 0 Oldest date given in written record. Camorian Dynasty founded by King Eplear.
- 1E 143 King Harald conquers Skyrim.
- 1E 221 King Harald dies at the age of 108. King Hjalmer succeeds.
- 1E 222 King Hjalmer dies. His youngest son, King Vrage the Gifted follows.
- 1E 240 Skyrim expands and swallows up Morrowind and High Rock.
- 1E 246 Daggerfall founded.
- 1E 355 Clan Direnni rises through political maneuvering and questionable machinations.
- 1E 369 Skyrim War of Succession begins.

- 1E 401 Skyrim loses Morrowind and High Rock in Skyrim War of Succession.
- 1E 477 Clan Direnni now controls High Rock and large parts of Skyrim and Hammerfell.
- 1E 498 After years of power, the Direnni clan falls.
- 1E 950 Beginning of the Siege of Orsinium (Orc Stronghold).
- 1E 980 Orsinium falls.
- 1E 983 With opening of Bjoulsae River, open trade between provinces flourishes. Great social and technological boosts, including writing, ensue.
- 1E 989 Wayrest grows from a small village to a major city.
- 1E 1100 Wayrest becomes a city-state.
- 1E 2200 The Thrassian Plague kills half of Tamriel's population. Nobility from Daggerfall, Sentinel, and Wayrest escape to the Isle of Balfiera.
- 1E 2813 Throughout Tamriel, Cyrodilic becomes language of all legal documents, replacing High Elven. Cyrodilic is the ancestor of the modern Tamrielic language.

## The 2nd Era

- 2E 230 First Mages Guild formed.
- 2E 324 Members of the Morag Tong assassinate Potentate Versidue-Shaie. The Tong is outlawed forever and persecuted. They reform secretly under the name The Dark Brotherhood.
- 2E 431 Civil wars and insurrection dissolve the Tamrielic Empire.



- 2E 563 Voyage of the Crimson Ship, filled with Kothringi tribesmen fleeing a deadly flu. The ship set out of Black Marsh on 9 First Seed. After a year of unsuccessfully trying to port at many Tamriel locations, it sets off west through the Abeccean Sea. The ship and its passengers were never seen again.
- 2E 603 Last documented case of the Knahaten Flu.
- 2E 896 Tiber Septim conquers all of Tamriel.

## The 3rd Era

- 3E 0 Tiber Septim begins Septim Dynasty.
- 3E 38 Tiber Septim dies, succeeded by Pelagias I.
- 3E 40 Pelagius I assassinated by the Dark Brotherhood, succeeded by his cousin Kintyra I.
- 3E 53 Kintyra I dies, succeeded by her son Uriel I.
- 3E 64 Uriel I dies, succeeded by his son Uriel II.
- 3E 82 Uriel II dies, succeeded by his son, Pelagius II.
- 3E 98 Pelagius II dies, succeeded by his son, Antiochus I.
- 3E 110 War of the Isle.  
  
King Orgnum of the island-kingdom Pyandonea holds siege on Summurset Isle. The high elven kings and Antiochus I destroy Orgnum's fleet. The magical ever-full coffer of King Orgnum is lost at sea. It is reputed (by doubtful sources) to have resurfaced from time to time all across Tamriel.
- 3E 121 Kintyra II imprisoned by her cousin, Uriel III, who claims the Imperial throne. War of the Red Diamond, the symbol of the Imperial Family of Septim, commences.

- 3E 127 War of the Red Diamond ends when Uriel III is defeated in the Battle of Ichidag by his uncle, Cephorus. Cephorus I crowned Emperor of Tamriel.
- 3E 147 Pelagius III's wife, Katariah, declared Empress Regent. Pelagius III is popularly believed to have gone insane, though it may have been a physical malady that forced him to declare himself incompetent to reign.
- 3E 247 Uriel IV dies, succeeded by his cousin, Cephorus II.
- 3E 249 Haymon, the Camoran Usurper, conquers eastern Valenwood. Haymon's claim to the Camoran throne and his very origins are still debated by historical scholars. The most persistent legend is that he was the progeny of a Breton woman and the daedra Molag Bal. Certainly his army was largely supernatural, but so was that of his archfoe, the Baron of Dwydden.
- 3E 253 Battle of Dragontooth. Haymon, the Camoran Usurper, defeats the armies of Taneth and Rihad, taking southern Hammerfell.
- 3E 288 Uriel V leads invasion of Akavir.
- 3E 290 Battle of Ionith in the continent of Akavir. Uriel V killed. Uriel VI becomes Emperor.
- 3E 317 Uriel VI dies, succeeded by his sister, Morihatha.
- 3E 339 Morihatha I assassinated. Her nephew, Pelagius IV, becomes emperor of Tamriel.
- 3E 346 Uriel VII born.
- 3E 368 Pelagius IV dies. Emperor Uriel VII becomes emperor of Tamriel.
- 3E 370 *Arena* PC born.
- 3E 375 *Daggerfall* PC born.
- 3E 389 Jagar Tharn imitates Uriel VII. The Imperial Battlemage treacherously imprisoned the Emperor in another dimension and wove an illusionary spell to disguise himself as the Emperor.



Contemporary historians refer to this period from 3E 389 to 3E 399, somewhat euphemistically, as The Imperial Simulacrum.

3E 396 War of the Blue Divide between eastern Valenwood and Summurset Isle; Summurset Isle wins.

The Five Year War between western Valenwood and Elsweyr; Elsweyr wins.

The Arnesian War between Black Marsh and Morrowind; Morrowind wins.

The War of the Bend'r-mahk with High Rock and Hammerfell and Skyrim; Skyrim wins.

3E 399 Jagar Tharn is defeated; Uriel VII returns.

3E 401 Nulfaga discovers the location of Mantella, informs Emperor, Emperor sends letter.

3E 402 Betony War begins.

3E 403 Betony War ends with Battle of Cryngaine Field and death of Daggerfall's King Lysandus. Succeeded by son, Gothryd.

3E 404 Gothryd marries Aubk-i, letter arrives, Lysandus begins haunting Daggerfall.

3E 405 *Daggerfall* PC sent to Daggerfall.







# The Divine and the Royals

Much of what occurs during Daggerfall is influenced and dependent upon two major classes of almighty characters, five Gods, three Goddesses, and 16 Daedra.

Gods and Goddesses spread their spheres of influence through the many temples that dot the Tamriel landscape. Extensive and unusual services can be for the PC's taking, if the the PC joins a temple, successfully performs assigned quests, and otherwise patronizes a particular God or Goddess.

God/Goddess	Sphere of Influence	Symbol
Akatosh	The Dragon God of Time	
Arkay	God of the Cycle of Birth and Death	
Dibella	Goddess of Beauty	
Julianos	God of Wisdom and Logic	
Kynareth	Goddess of Air	
Mara	Mother-Goddess and Goddess of Love	

God/Goddess	Sphere of Influence	Symbol
Stendarr	God of Mercy	
Zenithar	God of Work and Commerce	

## Gods and Goddesses Separated by Region

Region (Alpha)	Patron God	Region	Patron God (Alpha)
Abibon-Gora	Dibella	Bergama	Akatosh
Alcaire	Kynareth	Isle of Balfiera	Akatosh
Alik'r Desert	Stendarr	Wayrest	Akatosh
Anticlere	Mara	Ayasofya	Arkay
Antiphyllos	Mara	Orsinium	Arkay
Ayasofya	Arkay	Sentinel	Arkay
Bergama	Akatosh	Abibon-Gora	Dibella
Betony	Mara	Daenia	Dibella
Bhoriane	Stendarr	Dwynnen	Dibella
Bjoulstae River	Zenithar	Gavaudon	Dibella
Cybiades	Julianos	Lainlyn	Dibella
Daenia	Dibella	Satakalaam	Dibella
Daggerfall	Kynareth	Tulune	Dibella
Dak'fron	Stendarr	Cybiades	Julianos
Dragontail Mountains	Zenithar	Koegria	Julianos
Dwynnen	Dibella	Menevia	Julianos
Ephesus	Mara	Pothago	Julianos
Gavaudon	Dibella	Tigonus	Julianos
Glenpoint	Zenithar	Alcaire	Kynareth
Glenumbra Moors	Mara	Daggerfall	Kynareth



## Gods and Goddesses Separated by Region

Region (Alpha)	Patron God	Region	Patron God (Alpha)
Ilessan Hills	Zenithar	Kozanset	Kynareth
Isle of Balfiera	Akatosh	Myrkwasa	Kynareth
Kairou	Zenithar	Wrothgarian Mountains	Kynareth
Kambria	Zenithar	Anticlere	Mara
Koegria	Julianos	Antiphylllos	Mara
Kozanset	Kynareth	Betony	Mara
Lainlyn	Dibella	Ephesus	Mara
Menevia	Julianos	Glenumbra Moors	Mara
Mournoth	Stendarr	Northmoor	Mara
Myrkwasa	Kynareth	Ykalon	Mara
Northmoor	Mara	Alik'r Desert	Stendarr
Orsinium	Arkay	Bhoriane	Stendarr
Phrygias	Stendarr	Dak'fron	Stendarr
Pothago	Julianos	Mournoth	Stendarr
Santaki	Stendarr	Phrygias	Stendarr
Satakalaam	Dibella	Santaki	Stendarr
Sentinel	Arkay	Urvaius	Stendarr
Shalgora	Zenithar	Bjoulstae River	Zenithar
Tigonus	Julianos	Dragontail Mountains	Zenithar
Totambu	Zenithar	Glenpoint	Zenithar
Tulune	Dibella	Ilessan Hills	Zenithar
Urvaius	Stendarr	Kairou	Zenithar
Wayrest	Akatosh	Kambria	Zenithar
Wrothgarian Mountains	Kynareth	Shalgora	Zenithar
Ykalon	Mara	Totambu	Zenithar

• Except for Arkay, all cures cost 250 gold pieces per level.

Daedra are magical creatures summoned from another dimension. Each has very special skills that aid or impede the PC journeying through the Daggerfall story. Daedra can destroy the PC under certain circumstances. Summonings occur at various places throughout Tamriel.

## Daedra

## Sphere of Influence

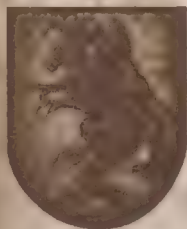
Azura	Dusk and dawn.
Boethiah	Deceit and Conspiracies. Hidden or secret plots involving power or death.
Clavicus Vile	Grants powers and wishes through ritual summonings.
Hermaeus Mora	Grants visions of the past and future. Keeper of knowledge and memory.
Hircine	The Master of the Hunt. To hunt those targeted by Daedras.
Malacath	Curses. Patron of the spurned and ostracized.
Mehrunes Dagon	Destruction, conflagration, any large amount of uncontrolled energy.
Mephala	Known as The Spinner, The Spider, The Webspinner. Interferes in mortal affairs mainly for the entertainment value.
Meridia	The Keeper. Life energy.
Molag Bal	Known as The Schemer. Eating souls and adding souls to his domain through conflict and strife on the mortal plane of existence. Domination of mortals.
Namira	Known as the Spirit Daedra. Old darker nature, the spirits dark and shadow, insects, spiders and most other creepy things.
Nocturnal	Night Mistress. The night and darkness.
Peryite	The Taskmaster. Lord of the lowest minions of Oblivion.
Sanguine	Wild orgies and similar events of darker natures.
Sheogorath	Madness.
Vaernima	Mistress of dreams and nightmares. The bearer of evil omens.





# Royal Family Trees

## The House of Daggerfall



Arisian II  
b. 3E 319  
d. 3E 377

Nulfaga  
b. 3E 336

Lysandus  
b. 3E 314  
d. 3E 403

Mynisera  
b. 3E 353  
d. 3E 403

Gothryd  
b. 3E 381

The Year is 405  
of the 3rd Era.

## The House of Sentinel



Cameron  
b. 3E 368  
d. 3E 403

Akorithi  
b. 3E 369

Aubk-i  
b. 3E 386

Greklith  
b. 3E 392

Lhot  
b. 3E 392

## The House of Wayrest



Caralyna  
b. 3E 368  
d. 3E 392

Elysana  
b. 3E 389

Eadwyre  
b. 3E 340

Barenziah  
b. 2E 893

Helseth  
b. 3E 376

Symmachus  
b. 2E 865  
d. 3E 391

Morgiah  
b. 3E 384





# Major Character Classes

**T**he character a player chooses determines how easy or hard the game will be to complete. In addition, all characters have the ability to “freeform” in the Daggerfall world—play to win or play just to participate. Two players, with different characters will likely be playing different games.

While the player has the ability to create a custom class, as described in detail in the Daggerfall Manual, this section will hone in on the 18 classes pregenerated by the program. (I tried the game with a dry cleaner and all I got was too much starch in my armor!)

Before selecting any of the pregenerated classes, take a moment to glance through the following chart. Vital information on all the major characters is presented in one convenient place. This will avoid your need to click your mouse about 10 million times in the game.

## Thief (AGI, SPD)

*Primary Skills:* Dodging, Short Blade, Stealth

*Major Skills:* Lockpicking, Backstabbing, Climbing

*Advantages:* None

*Disadvantages (5):* Forbidden Armor Type (chain, plate), Forbidden Shield Type (round, kite, tower)

## Burglar (AGI, SPD)

*Primary Skills:* Lockpicking, Climbing, Stealth

*Major Skills:* Dodging, Mercantile, Short Blade

*Advantages:* None

*Disadvantages (6):* Forbidden Armor Type (chain, plate), Forbidden Shield Type (buckler, round, kite, tower)

## Assassin (AGI, STR)

*Primary Skills:* Critical Strike, Backstabbing, Stealth

*Major Skills:* Short Blade, Long Blade, Blunt

*Advantages:* Bonus chance to hit humanoids

*Disadvantages (6):* Forbidden Armor Type (chain, plate), Forbidden Shield Type (buckler, round, kite, tower)

## Rogue (AGI, STR)

*Primary Skills:* Long Blade, Stealth, Dodging

*Major Skills:* Pickpocketing, Backstabbing, Streetwise

*Advantages:* None

*Disadvantages (2):* Forbidden Armor Type (plate), Forbidden Shield Type (tower)

## Acrobat (AGI, SPD)

*Primary Skills:* Dodging, Running, Jumping

*Major Skills:* Stealth, Hand-to-Hand, Climbing

*Advantages (2):* Athleticism, Adrenaline Rush

*Disadvantages (7):* Forbidden Armor Type (chain, plate), Forbidden Shield Type (buckler, round, kite, tower), Forbidden Weaponry (axe)



**Bard** (INT, PER)

*Primary Skills:* Streetwise, Etiquette, Pickpocket

*Major Skills:* Stealth, Short Blade, Hand-to-Hand

*Advantages (1):* INT in Spell Points

*Disadvantages (2):* Forbidden Armor Type (plate), Forbidden Shield Type (tower)

**Warrior** (STR, AGI)

*Primary Skill:* Long Blade, Axe, Blunt

*Major Skills:* Short Blade, Hand-to-Hand, Archery

*Advantages:* None

*Disadvantages:* None

**Knight** (STR, PER)

*Primary Skill:* Long Blade, Etiquette, Blunt

*Major Skills:* Axe, Archery, Short Blade

*Advantages (1):* Immunity (paralysis)

*Disadvantages (2):* Forbidden Armor Type (leather), Forbidden Material (daedric)

**Ranger** (STR, END)

*Primary Skills:* Long Blade, Axe, Climbing

*Major Skills:* Swimming, Archery, Critical Strike

*Advantages:* None

*Disadvantages (1):* Forbidden Shield Type (tower)

**Archer** (STR, AGI)

*Primary Skills:* Archery, Hand-to-Hand, Dodge

*Major Skills:* Blunt, Axe, Critical Strike

*Advantages:* Expertise in Archery

*Disadvantages (5):* Forbidden Armor Type (plate), Forbidden Shield Type (buckler, round, kite, tower)

## Monk (AGI, SPD)

*Primary Skills:* Hand-to-Hand, Critical striking, Dodging

*Major Skills:* Blunt, Medical, Swimming

*Advantages (2):* Resistance to Magic, Resistance to Shock

*Disadvantages (7):* Forbidden Armor Type (leather, chain, plate),  
Forbidden Shield Type (buckler, round, kite, tower)

## Barbarian (STR, END)

*Primary Skills:* Axe, Long Blade, Blunt

*Major Skills:* Swimming, Running, Jumping

*Advantages (2):* Immunity (poison), Rapid Healing (general)

*Disadvantages (5):* Forbidden Armor Type (plate), Forbidden Material  
(orcish, daedric)

## Mage (INT, WIL)

*Primary Skills:* Alteration, Mysticism, Thaumaturgy

*Major Skills:* Destruction, Illusion, Restoration

*Advantages (1):* 2x INT in Spell Points

*Disadvantages (9):* Forbidden Armor Type (chain, plate), Forbidden  
Shield Type (round, kite, tower), Forbidden Weaponry (long blade,  
axe, missile)

## Sorcerer (INT, WIL)

*Primary Skills:* Mysticism, Alteration, Thaumaturgy

*Major Skills:* Illusion, Destruction, Restoration

*Advantages (2):* 3x INT in Spell Points, Spell Absorption (general)

*Disadvantages:* Inability to regenerate Spell Points, Forbidden Armor  
type (plate), Shield (all)

## Healer (INT, WIL)

*Primary Skills:* Restoration, Medical, Dodging

*Major Skills:* Mysticism, Thaumaturgy, Alteration

*Advantages (2):* 1.75X INT in Spell Points, Rapid Healing

*Disadvantages (6):* Forbidden Armor Type (plate), Forbidden Shield  
Type (kite, tower), Forbidden Weaponry (long blade, axe, archery)



**Battlemage** (INT, WIL)

*Primary Skills:* Destruction, Long Blade, Axe

*Major Skills:* Thaumaturgy, Alteration, Hand-to-Hand

*Advantages (1):* 1.75x INT in Spell Points

*Disadvantages (2):* Forbidden Armor Type (chain, plate), Forbidden Shield Type (kite, tower)

**Spellsword** (WIL, STR)

*Primary Skill:* Long Blade, Axe, Blunt

*Major Skills:* Destruction, Illusion, Alteration

*Advantages:* None

*Disadvantages:* (2) Forbidden Armor Type (plate), Forbidden shield (tower)

**Nightblade** (WIL, AGI)

*Primary Skills:* Dodging, Stealth, Illusion

*Major Skills:* Lockpicking, Pickpocketing, Thaumaturgy

*Advantages:* None

*Disadvantages:* (5) Forbidden Armor Type (chain, plate), Forbidden Shield type (round, kite, tower)

**Bottom Line:**

Play the game as a Battlemage or Spellsword for ease of completion.

Play a thief for the challenge of your role-playing life.

# Table of Racial Starting Statistics

## Nords

Attribute	Male	Female
Strength	50-70	40-60
Intelligence	30-50	30-50
Willpower	30-50	40-60
Agility	30-50	40-60
Speed	40-60	40-60
Endurance	50-70	40-60
Personality	40-60	40-60
Luck	40-60	50-70

## Bhajiit

Attribute	Male	Female
Strength	40-60	40-60
Intelligence	40-60	40-60
Willpower	30-50	40-60
Agility	30-50	40-60
Speed	40-60	40-60
Endurance	50-70	40-60
Personality	40-60	40-60
Luck	40-60	50-70

## Redguard

Attribute	Male	Female
Strength	40-60	30-50
Intelligence	30-50	30-50
Willpower	30-50	30-50
Agility	50-70	40-60
Speed	40-60	50-70
Endurance	30-50	30-50
Personality	40-60	40-60
Luck	50-70	50-70

## Bretons

Attribute	Male	Female
Strength	30-50	30-50
Intelligence	50-70	50-70
Willpower	50-70	50-70
Agility	40-60	40-60
Speed	40-60	40-60
Endurance	30-50	30-50
Personality	40-60	40-60
Luck	40-60	40-60



## Argonians

Attribute	Male	Female
Strength	40-60	50-70
Intelligence	40-60	40-60
Willpower	40-60	40-60
Agility	50-70	40-60
Speed	50-70	40-60
Endurance	30-50	30-50
Personality	40-60	40-60
Luck	40-60	40-60

## Wood Elf

Attribute	Male	Female
Strength	40-60	40-60
Intelligence	40-60	40-60
Willpower	40-60	40-60
Agility	50-70	40-60
Speed	50-70	40-60
Endurance	30-50	40-60
Personality	40-60	40-60
Luck	30-50	40-60

## High Elf

Attribute	Male	Female
Strength	30-50	30-50
Intelligence	50-70	50-70
Willpower	50-70	40-60
Agility	40-60	40-60
Speed	40-60	40-60
Endurance	30-50	30-50
Personality	40-60	50-70
Luck	40-60	40-60

## Dark Elf

Attribute	Male	Female
Strength	50-70	40-60
Intelligence	50-70	50-70
Willpower	30-50	30-50
Agility	40-60	40-60
Speed	40-60	40-60
Endurance	40-60	40-60
Personality	30-50	40-60
Luck	40-60	40-60







# Daggerfall's Five Cornerstones of Insight

To truly understand and conquer Daggerfall, the player must consider the five most important environmental factors in the game.

Conditions represent the current state of affairs at the PC's current whereabouts. Factions define Tamriel's individual and group population elements. Quests are the PC's pursuit of objects and game characters at the behest of others. The PC's reputation determines how Tamriel's citizenry looks upon him. Skills and their advancement decide if the PC will improve in level and rank.

## Conditions

Daggerfall conditions can be viewed as what's going on in any particular part of Tamriel at any given time. Wars can break out between neighboring towns. Famine or plague could spread. A fun holiday could be approaching. The next chart shows all the different possible conditions, how the player will know what conditions exist at a particular location, and what effect it has on the player's character.

Always check a town's or city's message board at the entrance to find out what's going on. The message board will reveal most, but not all, conditions currently affecting the region. Asking people for rumors will also reveal information. Some of these conditions affect others. Prices of goods and services are particularly susceptible to the varied conditions that can exist at a particular locale.

### Regional/Local Condition

No Particular Condition

War just begun

War in progress

War just won

War just lost

Plague just begun

Plague spreading

Plague just ended

Famine just begun

Famine spreading

Famine just ended

Witch burnings

Crime wave

New ruler

Bad harvest

Religious persecution

Prices up

Prices down

Happy holiday

Scary holiday

Holy holiday

Conditions change after the passage of time. Plagues go away. Peace can end wars. Any unpleasantness can turn cheery. If you are frustrated

because of certain conditions at your current location, take a brief trip elsewhere, then return. If you need a few weeks, head for the other side of Tamriel. Such a trip could take a month roundtrip.

## Examples of Information Posted on Signposts:

### Witch Burning

[New Ruler] has declared that all witches are to be burned at the stake. Witchcraft is punishable by burning at the stake. Any witch shall be burned alive while bound to a stake, by the order of [New Ruler].

### Persecution

[New Ruler] has declared that [Persecuted Temple] is guilty of treason and heresy. Any members of [Persecuted Temple] are to be jailed immediately. [Persecuted Temple] is not recognized by [Current Region] or [New Ruler]. All its lands and properties are subject to confiscation.

### Famine

Due to the famine in [Current Region], all merchants importing food must report to the gate captain.

One part in 10 of all food entering this town must be turned over to [Town/City Head], so that [Town/City Head's Gender] grace does not suffer from the famine. [Current Region] is beset by famine. Wasting food is punishable by flogging.

### Plague

[New Ruler] declares that all plague victims must be left in the street to be gathered and burned. Be warned, all visitors. Our fair town is beset by the plague. By order of [New Ruler], no person showing signs of plague may enter or leave.

### War

A state of war exists between [Faction 1] and [Faction 2]. Any foreign citizen of the enemy found within this place will be hanged. [New Ruler]. [Faction 1] is at war with [Faction 2]. All visitors may be subject to search. By the order of [New Ruler], for the duration of the war, military rule is in effect.



### Enemies of the Region (Watch for secret factions!)

Any person from [Another Faction] will be persecuted to the full extent of the law. [New Ruler].

Persons of [Another Faction] are to be detained upon sight. For crimes against [Current Region], [Another Faction] is the sworn enemy of [New Ruler].

## Factions

Factions play a large role in the overall scheme of things in Daggerfall's Tamriel. While the word "faction" means everything from a group of dissident individuals to a trusted inner circle of friends, in Daggerfall, every individual (of which there are hundreds), Gods, Goddesses, royal families, temples, witches, and daedra are considered factions in their own right. The program keeps track of every relationship, as difficult as that may sound.

To get a better idea of how factions work, let's look at a real example taken directly from the factions file of the Daggerfall program.

Faction #364 is the important and influential King Gothryd, current ruler of Daggerfall, and a major player in the game's story. His faction file reads, as follows:

Type: 4  
Name: King Gothryd  
Rep: 0  
Ruler: 1  
Summon: -1  
Region: 18  
Power: 15  
Race: 3  
Sgroup: 3  
Vamp: 150

**Type 4** means that the king is an individual, as opposed to a God, group, subgroup, royal family, or any of the other many faction types in the game.

**Name** is self-explanatory.

**Rep** is the PC's beginning reputation with Gothryd when a new Daggerfall game is begun. In this case, a 0 represents a "neither here, neither there" reputation. Obviously, over the course of time and play, this number will change.

**Ruler** indicates his standing in the noble hierarchy. According to the ruler table the king is a 1, meaning the king is a king. What a surprise!

**Summon** tells what daedra faction the individual can call forth. In this case, Gothryd is unable to summon any daedra. Elsewhere, in the part on daedra summoning, you can check just what that particular summoned daedra can do for the king.

**Region 18** is where the king is located. In this case, the region is Daggerfall.

**Power** is very important. It tells the relative power score of the king (faction) at the start of the game, in comparison to others.

**Race** is also self-explanatory, and race 3 makes the king a Breton.

**Sgroup** tells which of the five Daggerfall major classes the king belongs to; here, obviously the king belongs to the noble class. In addition to the five major classes, there are a variety of other Sgroup classifications which are used to categorize more specialized factions.

Finally, the **Vamp** parameter indicates which bloodline of vampires have control of the region. This will dictate the strength and abilities of the vampires you may encounter. (If a cold shiver has just raced down your spine, you clearly realize what might happen to your PC in the wrong circumstances.)

Many of Daggerfall's factions have natural enemies. To recite the entire factions file would make this book as long as an encyclopedia, so here is a quick overview of some of the factions that the PC can join.

First, some legends for you to use while perusing these joinable factions:

### Faction Types:

Daedra	0
God	1
Group	2
Subgroup	3
Individual	4
Vampire	6
Noble	7
Witches	8
Temple	9
Generic	12
Thieves	13
Courts	14
People	15

### Ruler Titles:

1	King
2	Queen
3	Duke
4	Duchess
5	Marquis
6	Marquise
7	Count
8	Countess
9	Baron
10	Baroness
11	Lord
12	Lady

### Sgroups:

Commoner	0
Merchant	1
Scholar	2
Nobility	3
Underworld	4

## The Dark Brotherhood

**Mephala** —type: 0; rep: 0; power: 50; ally: 3; enemy: 6; enemy: 25; sgroup:6

**The Night Mother** —type: 4; rep: 0; power: 20 sgroup: 4

**The Dark Brotherhood** —type: 2; rep: 0; power: 45; sgroup:4



**Dark Trainers** —type: 3; rep: 0; power: 10; sgroup: 4

**Dark Mixers** —type: 3; rep: 0; power: 10; sgroup: 4

**Venom Masters** —type: 3; rep: 0; power: 10; sgroup: 4

**Dark Plotters** —type: 3; rep: 0; power: 10; sgroup: 4

**Dark Binders** —type: 3; rep: 0; power: 10; sgroup: 4

**Dark Slayers** —type: 3; rep: 0; power: 10; sgroup: 4

## Sample Temple (Arkay)

**Arkay** —type: 1; rep: 0; power: 45; sgroup: 6

**The Order of Arkay** —type: 9; rep: 0; power: 30; enemy: 98;  
sgroup: 7

**The Knights of the Circle** —type: 3; rep: 0; power: 25;  
sgroup: 7

**Apothecaries of Arkay** —type: 3; rep: 0; power: 4;  
sgroup: 7

**Mixers of Arkay** —type: 3; rep: 0; power: 4; sgroup: 7

**Summoners of Arkay** —type: 3; rep: 0; power: 4;  
sgroup: 7

**Binders of Arkay** —type: 3; rep: 0; power: 4; sgroup: 7

**Teachers of Arkay** —type: 3; rep: 0; power: 4; sgroup: 7

## The Mages Guild

**The Mages Guild** —type: 2; rep: 0; power: 60; sgroup: 2

**The Archmagister** —type: 5; rep: 0; power: 70; sgroup: 2;  
rank: 20

**The Guildmagister**—type: 5; rep: 0; power: 20 sgroup: 2; rank: 12

**Popudax**—type: 4; rep: 0; region: 18; power: 25; ally: 364; sgroup: 2; rank: 12

**Karethys**—type: 4; rep: 0; region: 24; power: 30; ally: 393; sgroup: 2; rank: 12

**The Master of Incunabula**—type: 5; rep: 0; power: 20; sgroup: 2; rank: 8

**The Master of Academia**—type: 5; rep: 0; power: 25; sgroup: 2; rank: 4

**The Master of the Scry**—type: 5; rep: 0; power: 15; sgroup: 2

**The Master at Arms**—type: 5; rep: 0; power: 20; sgroup: 2

**The Palatinus**—type: 5; rep: 0; power: 25; sgroup: 2

**The Master of Initiates**—type: 5; rep: 0; power: 15; sgroup: 2

**The Academics**—type: 3; rep: 0; power: 15; ally: 70; enemy: 61; sgroup: 2

**The Patricians**—type: 3; rep: 0; power: 25; ally: 72; enemy: 63; sgroup: 4

**The Travelers League**—type: 3; rep: 0; power: 20; ally: 74; enemy: 66; sgroup: 2

**The Mercenary Mages**—type: 3; rep: 0; power: 15; ally: 73; enemy: 61; sgroup: 2

**The Isolationists**—type: 3; rep: 0; power: 20; ally: 60; enemy: 65; sgroup: 2

**The Utility Mages**—type: 3; rep: 0; power: 50; ally: 69; enemy: 64; sgroup: 2

**The Cabal**—type: 3; rep: 0; power: 35; enemy: 62; enemy: 25; sgroup: 2

**The Order of the Lamp**—type: 3; rep: 0; power: 35; ally: 73; sgroup: 2

**The Odylic Mages**—type: 3; rep: 0; power: 15; sgroup: 2

**The Crafters**—type: 3; rep: 0; power: 5; sgroup: 2

## The Thieves Guild

**The Thieves Guild**—type: 2; rep: 0; power: 60; sgroup: 4

**The Guildmaster**—type: 5; rep: 0; power: 20; sgroup: 4

**The Crow**—type: 4; rep: 0; region: 18; power: 25; sgroup: 4

**Thaik**—type: 4; rep: 0; region: 21; power: 20; sgroup: 4

**The Squid**—type: 4; rep: 0; region: 24; power: 40; sgroup: 4

**Lord Bertram Spode**—type: 4; rep: 0; region: 18; power: 12; sgroup: 4

**Thyr Topfield**—type: 4; rep: 0; region: 18; power: 10; sgroup: 4

**Whitka**—type: 4; rep: 0; region: 21; power: 10; sgroup: 4

**The Master of Initiates**—type: 5; rep: 0; power: 5; sgroup: 4

**The Shadow Trainers**—type: 3; rep: 0; power: 5; sgroup: 4

**The Shadow Schemers**—type: 3; rep: 0; power: 15; sgroup: 4

**The Shadow Appraisers**—type: 3; rep: 0; power: 5; sgroup: 4

**The Shadow Spies**—type: 3; rep: 0; power: 5; sgroup: 4



## The Court of Daggerfall

The PC can't join this. It is provided as an example of a noble court.

**Daggerfall**—type: 7; rep: 0; region: 18; power: 80; ruler: 1; sgroup: 3; vamp: 150

**King Gothryd**—type: 4; rep: 0; region: 18; power: 15; sgroup: 3

**Mobar**—type: 4; rep: 0; region: 18; power: 4; sgroup: 3

**The Royal Guard**—type: 2; rep: 0; region: 18; power: 22; sgroup: 7

**Queen Aubk-i**—type: 4; rep: 0; region: 18; power: 3; sgroup: 3

**Cyndassa**—type: 4; rep: 0; region: 18; power: 1; sgroup: 0

**Mynisera**—type: 4; rep: 0; region: 18; power: 3; ally: 367; sgroup: 3

**Lord Bridwell**—type: 4; rep: 0; region: 18; power: 15; ally: 366; sgroup: 3

**The Knights of the Dragon**—type: 2; rep: 0; region: 18; power: 20; ally: 371; sgroup: 7

**Lady Northbridge**—type: 4; rep: 0; region: 18; power: 3; sgroup: 7

**Court of Daggerfall**—type: 14; rep: 0; region: 18; power: 25; sgroup: 3

**People of Daggerfall**—type: 15; rep: 0; region: 18; power: 50; sgroup: 0

**Betony**—type: 7; rep: 0; region: 20; power: 50; sgroup: 3; vamp: 150

**Court of Betony**—type: 14; rep: 0; region: 20; power: 25; sgroup: 3

**People of Betony**—type: 15; rep: 0; region: 20; power: 50; sgroup: 0

# Quests

Quests are the lifeblood of Daggerfall, and come in all shapes, sizes, lengths. Further they can be a sequence of tasks, rather than just a single task. From the relatively simple delivery quest, to complicated quests of many stages, to the actual story quests that advance the PC's game progress- there's plenty to do when playing Daggerfall.

Quest Givers
Any knightly order
Any temple
Merchants
Dark Brotherhood
Fighters Guild
Mages Guild
Thieves Guild
Vampires
Witches
Ruler
Any daedra

The Daggerfall program must make some decisions about what kind of quest to offer. To get a quest, a PC might ask for work around town or talk to as many innkeepers as possible. Most guilds and temples also offer quests to non-members.

The consequences of ignoring or failing to complete mundane or ordinary quests probably only reduces the PC's reputation with an individual or small group faction. On the other hand, failing to complete any of Dag-

gerfall's main story quests can result in the PC's failing to finish the game in a favorable and victorious manner.

To help you understand quests, we'll let Princess Elysana of Wayrest, the PC, Lord Castellian, and the Lord's supporters speak for themselves. This main quest is not absolutely vital to completing the game. You need to refer below to pick up all the special information on Daggerfall's vital main quests, including this one called Elysana's Betrayal.

## Elysana

Hello, [PC]. I am Elysana, King Eadwyre's child and heir apparent to Wayrest. Perhaps you could help me out of a bit of an embarrassing predicament. The senior member of the elder council, my father's good friend Lord Castellian, has left court on holiday. I forgot to return a cloak I borrowed from him. If it isn't too much of a bore to you, would you mind taking it to him in [Lord Castellian's location]? I could offer you a lovely piece of jewelry as payment.

## Elysana

No? Oh, [Oath].

## Elysana

How frightfully nice of you to help a silly girl like myself. Here's the robe. Now, it's very important that Milord Castellian has the robe soon. He is at one of his houses, [Lord Castellian's location]. Lord Castellian will be easy to find. Just look for a [Castellian] and give him the robe. I do really appreciate this, [PC]. It really shouldn't take you longer than [Fixed Number of Days] to get to [Lord Castellian's location] and back, so I'll see you then.

## Elysana

I know Lord Castellian doesn't have his robe yet, and he's not a patient man. Oh, how marvelous you are.



## Elysana

Here, let me give you the jewelry I promised. I hope Lord Castellian appreciates the extra work I put into the robe. It is a real attention getter now. Let me give you something more than the jewelry, [PC]. My father is very interested in a certain ancient relic called the Totem of Tiber Septim. He has spies all over the place looking for it. When they find it, my father will need someone to secure it. Obviously, whoever he chooses will be fabulously well rewarded. I'll give him your name. That is the least I can do.

## Rumor

Lord Castellian is backing legislation which will make Helseth heir apparent. Princess Elysana is out of favor with the senior member of the elder council. Lord Castellian returned to Castle Wayrest from [Lord Castellian's location].

## Rumor

Holiday's over. Princess Elysana does not look happy to see Lord Castellian back from holiday. Lord Castellian has disappeared from [Lord Castellian's location] where he was on holiday. King Eadwyre is suspecting foul play in the disappearance of Lord Castellian.

## PC

Beautiful robes. Nothing particularly unusual about them. Excellent craftsmanship. Someone put a lot of heart into the embroidery. Some kind of daedric incantations embroidered into the cloth. A daedra summoning ritual has been embroidered into this robe. Princess Elysana has asked me to bring a robe to the elder member of the Wayrest Elder Council, Lord Castellian at his manorhouse. I need to be back at Castle Wayrest in [Fixed Number of Days].

## Daedra

What a pretty robe. The only way to improve upon such a work of art is to drench it in mortal blood. You wear the robe. Therefore you must die. A summoning! Someone dares to summon me with such an ordinary garment. I feel I must kill you now. Fool!

## Daedra (continued)

Some enterprising soul has given you a robe that summoned me to slay you. How delicious!

## Lord Castellian

A gift from Lady Elysana. Thank you, [PC]. It fits me like a glove.

## Lord Castellian's Supporters

Leave this place. We have come to claim Lord Castellian. You have done your part by delivering his funeral shroud which summoned us.

Death to the traitor that assassinated Lord Castellian! You shall pay for killing my liege lord. Assassin! Lord Castellian was the best of men. You shall die for what you did.

# Reputation

Probably the most important aspect of your character is his or her reputation with the rest of Tamriel's factions. Unfortunately, there is no way for the PC to know the specific reputation score vis-a-vis a particular faction. That does not mean the PC won't have clues to how he or she stands with respect to any particular individual or group.

At the beginning of a new Daggerfall game, all factions look dispassionately at the PC as "neither here nor there." The factions do not much care one way or the other. This changes rapidly once the PC escapes from the dank clutches of Privateer's Hold, the game's starter dungeon, and encounters Tamriel residents.

From the five major Tamriel groups, through all the group factions, and hundreds of individuals, reputation plays a large part in how the PC is viewed and eventually treated. Complicating the equation is that for

every faction with whom the PC has a high reputation, all the natural enemies of that faction tend to dislike the PC.

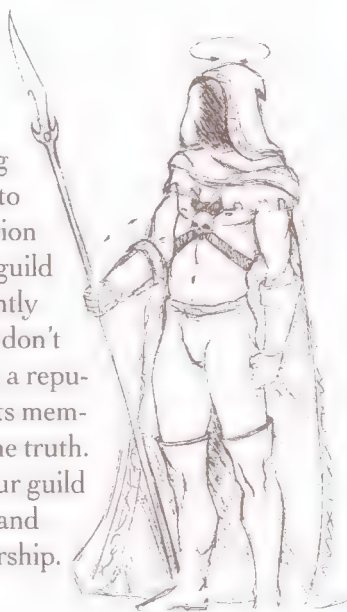
Reputation is discussed throughout the book because of its constant impact on the PC. One thing is dead certain, though. Time heals all. Every two weeks of game time, a PC's reputation rises a single point toward zero with everyone in Tamriel's world. So, your enemy today could be your friend in a few weeks.

Common sense will tell you what your reputation is with any particular faction. Float around Tamriel insulting and bullying and killing, and it doesn't take a rocket scientist to conclude that the PC's reputation scores will plummet. Conversely, perform good deeds for others, speak civilly and graciously, successfully complete quests, and the like, and your reputation scores will soar.

Rest assured that to win the game, the PC needs an excellent reputation with the major characters- particularly the royal families and other important game characters. Also, remember that people talk. You might have done something bad to someone, and if the person you are dealing with knows about it, your reputation will suffer. In addition, be aware that there will be some variation from individual to individual, so not everyone from a faction with which you have a decent reputation will necessarily like you. So you never really know.

Here's an example of how important reputation is. This PC tried to get into the Fighters Guild.

The Fighters Guild provides strong arms and sharp blades for any willing to pay the price. If you want constant action and a steady flow of gold coin, it's the guild for you. It's far better than some Knightly order. Did you you know that knights don't even get paid? The Fighters Guild has a reputation for not being very picky about its members. Nothing could be further from the truth. You are the unsavory sort that gives our guild a black eye. Work on that reputation, and then we can talk about a guild membership.





# Skills and Advancement

As the Daggerfall Manual points out, experience in fantasy role-playing games, usually garnered by killing monsters and solving puzzles, has no effect on a character's level in Daggerfall. Rather, the PC's primary skills, when raised directly, affect the PC's reaching a new level with more health, fatigue, and magic points.

Each use of a skill is constantly tallied. When the PC rests, the program checks for advancement. While resting, the PC is informed of skills. Concentrate on improving the PC's primary skills. If at least six game hours have passed since the last skill increase (of any skill), and the tally exceeds (  $\text{modifier} * \text{current\_skill}$  ), then increment the skill (+1) and reset the tally to 0.

Training adds 10 to 20 points (randomly) to the tally for that skill. Training should take three hours of game time. If the skill value is greater than 50 or the character has trained in the past 12 hours, training is not performed.

The PC's level is determined by adding together all the primary skills, the two highest major skills, and the single highest secondary skill. The PC's starting total of these six skills is saved. The formula looks like this:

$$(\text{Current total} - \text{starting total} + 28) / 15$$

This will determine the character's level. It is evident that the lower starting skills you have, the higher a level you can rise to.

Minor skills and miscellaneous skills can never rise above 90%.

When a PC reaches a 100 in a skill, he is named Master of that skill. Once a Master, the PC ceases to advance in level or gain hit points. The PC's other skills can continue to increase, but never exceed 95. It is possible that a character will have a skill above 95 at the time he makes Master. That skill won't be affected.

Obviously, the PC should concentrate on those cardinal skills that could result in a level increase. While other, lesser skills might be important at one time or another during the PC's journeys, never lose sight of the importance of the major skills.



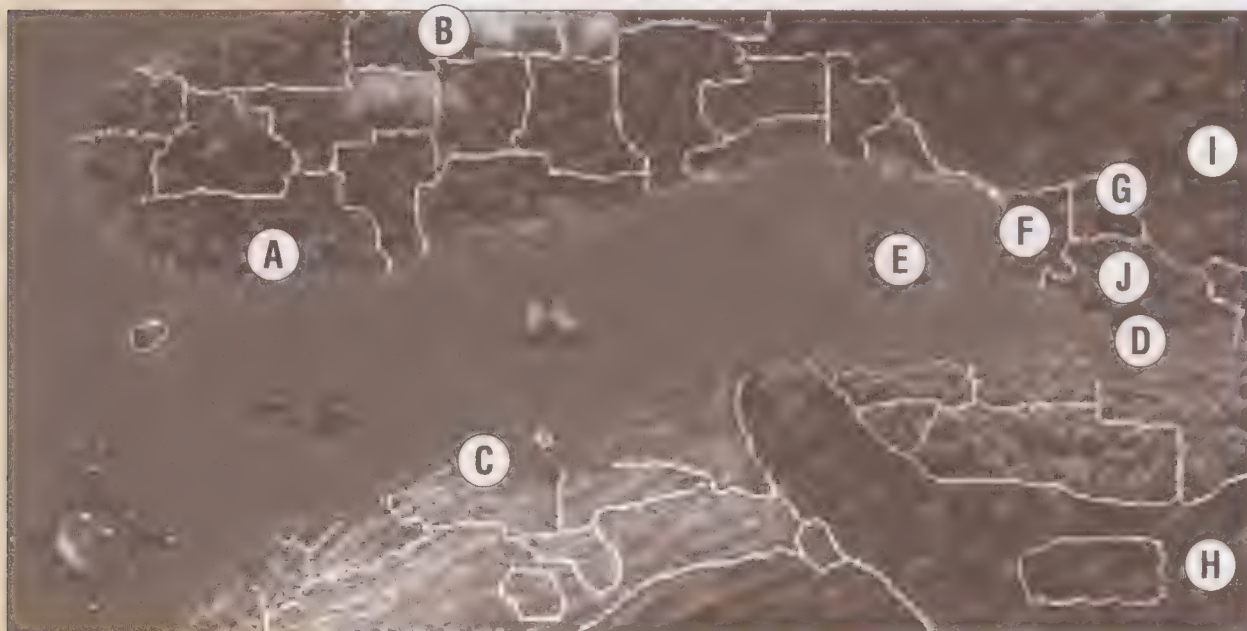




# Exploring Tamriel

## Map of the Land





## Dungeon Location Map

- |   |                   |
|---|-------------------|
| A | Castle Daggerfall |
| B | Castle Llugwych   |
| C | Castle Sentinel   |
| D | Castle Wayrest    |
| E | Direnni Tower     |
| F | Lysandus' Tomb    |
| G | Orsinium          |
| H | Scourg Barrow     |
| I | Shedungent        |
| J | Woodbourne Hall   |

# Tamriel's Weather by Climate and Season

Season	Desert	Mountains	Jungle	Swamp	Subtropical	Woodlands
Winter	Sunny 75%	Sunny 18%	Sunny 15%	Sunny 15%	Sunny 20%	Sunny 25%
	Cloudy 15%	Cloudy 20%	Cloudy 20%	Cloudy 20%	Cloudy 20%	Cloudy 15%
	Overcast 0%	Overcast 25%	Overcast 25%	Overcast 25%	Overcast 20%	Overcast 20%
	Fog 3%	Fog 2%	Fog 3%	Fog 25%	Fog 5%	Fog 5%
	Rain 5%	Rain 0%	Rain 25%	Rain 0%	Rain 25%	Rain 0%
	Snow 0%	Snow 35%	Snow 0%	Snow 15%	Snow 0%	Snow 25%
	Thunder 2%	Thunder 0%	Thunder 12%	Thunder 0%	Thunder 10%	Thunder 0%
Spring	Sunny 75%	Sunny 30%	Sunny 20%	Sunny 10%	Sunny 30%	Sunny 35%
	Cloudy 15%	Cloudy 23%	Cloudy 15%	Cloudy 10%	Cloudy 15%	Cloudy 15%
	Overcast 0%	Overcast 15%	Overcast 10%	Overcast 20%	Overcast 10%	Overcast 10%
	Fog 0%	Fog 2%	Fog 3%	Fog 20%	Fog 3%	Fog 5%
	Rain 5%	Rain 20%	Rain 37%	Rain 25%	Rain 27%	Rain 25%
	Snow 0%	Snow 0%	Snow 0%	Snow 0%	Snow 0%	Snow 0%
	Thunder 5%	Thunder 10%	Thunder 15%	Thunder 15%	Thunder 15%	Thunder 10%
Summer	Sunny 85%	Sunny 45%	Sunny 35%	Sunny 25%	Sunny 40%	Sunny 60%
	Cloudy 15%	Cloudy 25%	Cloudy 20%	Cloudy 15%	Cloudy 15%	Cloudy 20%
	Overcast 0%	Overcast 15%	Overcast 10%	Overcast 15%	Overcast 10%	Overcast 5%
	Fog 0%	Fog 0%	Fog 0%	Fog 15%	Fog 0%	Fog 0%
	Rain 0%	Rain 10%	Rain 25%	Rain 20%	Rain 20%	Rain 10%
	Snow 0%	Snow 0%	Snow 0%	Snow 0%	Snow 0%	Snow 0%
	Thunder 0%	Thunder 5%	Thunder 10%	Thunder 10%	Thunder 15%	Thunder 5%
Autumn	Sunny 80%	Sunny 30%	Sunny 20%	Sunny 15%	Sunny 25%	Sunny 25%
	Cloudy 15%	Cloudy 18%	Cloudy 20%	Cloudy 15%	Cloudy 20%	Cloudy 15%
	Overcast 0%	Overcast 20%	Overcast 20%	Overcast 15%	Overcast 15%	Overcast 20%
	Fog 0%	Fog 2%	Fog 0%	Fog 20%	Fog 0%	Fog 10%
	Rain 3%	Rain 20%	Rain 25%	Rain 20%	Rain 25%	Rain 20%
	Snow 0%	Snow 0%	Snow 0%	Snow 0%	Snow 0%	Snow 0%
	Thunder 2%	Thunder 10%	Thunder 15%	Thunder 15%	Thunder 15%	Thunder 10%



# Travel, Movement, and Fatigue

In *Daggerfall*, the PC can walk on land or in a dungeon, drive a cart, sail a boat, teleport through thin air, or swim underwater. There are advantages and disadvantages, including length of time for travel, the effects of terrain, and route plotting. Owning a horse, cart, or ship will greatly reduce the travel times.

The PC's maximum fatigue is:

$$\text{run\_speed} = \text{walk\_speed} * ( 1.25 + (\text{running\_skill} / 200) )$$

Action	Fatigue Loss
Do nothing	11 points per minute
Swing weapon	11 points per swing
Climb	22 points per minute
Running	88 points per minute
Swimming	44 points per minute (except Argonians)
Jump	11 points per jump

## Swimming

Although this observation may be considered unnecessary and patronizing, think about this before diving into water and swimming. Heavy armor and items will have a decidedly adverse effect on a PC's ability to swim well. Put another way, jump into water with plate mail on and the PC will sink like a stone and drown.

# Safe Havens— Camping/Sleeping/Resting

Finding a secure place to rest is one of the challenges for the PC in Daggerfall. Remember, there are a number of places where a PC cannot rest: outside in the city, in an inn where he has not rented a room, any place where there are enemies in range, under the influence of certain spells, and while swimming.

It is important to find such places to heal up health, fatigue, and magic points. When deep in a dangerous dungeon, such safe havens will let the PC survive. Even in the very first dungeon, Privateer's Hold, there are only a few places for the PC to rest. Once found, keep careful track of where it is safe, then return often. (Don't forget to save the game!)

Another little trick is using the fast travel to a nearby town, going in the cautious mode. This will heal the PC up on arrival at the new destination.

The PC recovers one-eighth of his wounds, spell points, and fatigue while resting per hour. He will still lose fatigue due to normal factors which will counteract some of the benefits of resting. Note that sorcerers and other characters who have selected the disadvantage Inability to Regenerate Spell Points may not recover spell points unless conditions satisfy the custom requirements.

## Unique Dungeon Secrets

### Clean Sweeps

Once monster pockets are cleared out, they stay cleared. In fact, as a complement to the automap, it's a good idea to keep track of your position by using the remains of departed monsters as roadmap markers. View this like the bread crumbs Hansel and Gretel laid down to find their way home. The same goes for pedestals, ornate statues, draping flags, or other dungeon features. An added benefit is that, as you clear out sections, you can rest more easily in those areas.

## Progressive Revelation of Dungeons

When outdoors, take a moment to view the Fast Travel Screen. Use the filters to show only dungeons. At the beginning of the game, the only dungeons that appear are Privateer's Hold and a few small graveyards. As your character gets quests, performs good deeds, moves up in organizations like guilds and knightly orders, and acquires maps, more dungeons will be revealed. The 11 story dungeons other than the first dungeon, Privateer's Hold, are revealed only if you pursue the Daggerfall storyline.

## Levitation

One reason a Battlemage is a great character to play is that he has the levitation spell. Daggerfall has lots of lofty and elevated places. When a PC falls from a great height, death is almost certain. If your character does not have levitation ability, head for the nearest town and buy a potion or item that permits levitation.

## Types

Dungeon Type	Encounter
Crypt	Rat, Skeletal Warrior, Giant Bat, Mummy, Spider, Zombie, Ghost, Wraith, Vampire, Ancient Vampire, Lich
Orc Stronghold	Rat, Giant Bat, Orc, Orc Sergeant, Grizzly Bear, Skeletal Warrior, Sabretooth Tiger, Giant, Orc Shaman, Spider, Orc Warlord, Giant Scorpion, Lesser Daedra
Human Stronghold	Warrior, Rogue, Rat, Grizzly Bear, Archer, Nightblade, Giant Bat, Spellsword, Centaur, Knight, Barbarian, Orc Warlord, Wraith, Orc Shaman, Vampire
Prison	Giant Bat, Rat, Bard, Skeletal Warrior, Burglar, Spider, Nightblade, Barbarian, Thief, Flesh Atronach, Assassin, Zombie, Iron Atronach, Wraith, Ghost



## Dungeon Type

## Encounter

Desecrated Temple

Giant Bat, Imp, Healer, Monk, Sorcerer, Skeletal Warrior, Harpy, Mummy, Orc Shaman, Gargoyle, Wraith, Lesser Daedra, Daedra Seducer, Frost Daedra, Fire Daedra, Dragonling, Daedra Lord

Mine

Rat, Giant Bat, Grizzly Bear, Spider, Skeletal Warrior, Nightblade, Orc, Orc Sergeant, Giant, Thief, Giant, Warrior, Ice Atronach, Iron Atronach, Fire Daedra, Vampire, Ancient Vampire

Natural Cave

Rat, Giant Bat, Grizzly Bear, Sabretooth Tiger, Spider, Orc, Werewolf, Barbarian, Harpy, Wereboar, Giant, Giant Scorpion, Orc Shaman, Ghost, Warrior, Monk, Dragonling, Lich

Coven

Imp, Giant Bat, Mage, Sorcerer, Harpy, Nightblade, Nymph, Flesh Atronach, Fire Atronach, Iron Atronach, Lesser Daedra, Spellsword, Daedra Seducer, Fire Daedra, Battlemage, Mage, Frost Daedra, Daedra Lord

Vampire Haunt

Rat, Giant Bat, Spider, Werewolf, Nightblade, Skeletal Warrior, Ghost, Mummy, Wraith, Vampire, Ancient Vampire

Laboratory

Imp, Mage, Sorcerer, Battlemage, Zombie, Flesh Atronach, Ice Atronach, Fire Atronach, Iron Atronach, Gargoyle, Lesser Daedra, Lich, Ancient Lich

Harpy Nest

Rat, Warrior, Giant Bat, Harpy, Skeletal Warrior, Spider, Burglar, Giant Scorpion, Orc Shaman, Nightblade, Rogue, Vampire, Daedra Seducer, Daedra Lord

Ruined Castle

Rat, Giant Bat, Warrior, Orc, Skeletal Warrior, Spider, Orc Sergeant, Werewolf, Knight, Wereboar, Zombie, Giant, Ghost, Wraith, Lich, Ancient Lich, Ancient Vampire

Spider Nest

Rat, Giant Bat, Spider, Skeletal Warrior, Spriggan, Ranger, Giant Scorpion, Rogue, Harpy, Thief, Ghost, Mummy, Wraith, Assassin, Lich

Giant Stronghold

Rat, Grizzly Bear, Sabretooth Tiger, Orc, Giant, Orc Sergeant, Giant Scorpion, Wereboar, Orc Warlord, Orc Shaman, Lesser Daedra, Fire Daedra, Dragonling, Frost Daedra

Dungeon Type	Encounter
Dragon's Den	Rat, Giant Bat, Centaur, Burglar, Giant Scorpion, Werewolf, Knight, Harpy, Spider, Gargoyle, Sorcerer, Nymph, Nightblade, Mage, Vampire, Battlemage, Thief, Ancient Lich, Daedra Lord
Barbarian Stronghold	Warrior, Barbarian, Rat, Giant Bat, Centaur, Rogue, Archer, Werewolf, Wereboar, Spider, Vampire, Ancient Vampire, Sorcerer, Ancient Lich
Volcanic caves	Giant Bat, Imp, Sabretooth Tiger, Barbarian, Fire Atronach, Harpy, Wereboar, Giant, Ghost, Giant Scorpion, Iron Atronach, Mage, Wraith, Lesser Daedra, Fire Daedra, Daedra Lord, Ancient Lich
Scorpion Nest	Rat, Giant Bat, Spider, Skeletal Warrior, Giant Scorpion, Thief, Zombie, Imp, Ghost, Gargoyle, Wraith, Healer, Nightblade, Daedra Seducer, Lesser Daedra, Daedra Lord

## Designs

Tamriel's dungeons, other than the story dungeons, are not strictly "dungeons". As the chart above shows, a great variety of structures and edifices, classified as dungeons, are scattered throughout Tamriel. However clever and resourceful the makers of these dungeons were, there was a limit to their vision and abilities. A lot of this had to do with the lack of raw materials; the builders wanted the edifices to stand. Some Tamriel locations simply did not have the resources to create more innovative structures.

What does all this jabber mean? How can this help you navigate easily and quickly through the non-story dungeons? The simple answer is that there are only a certain number of designs for these dungeons. After playing Daggerfall awhile, you'll begin to get feelings of *deja vu* or "Haven't I been here before?" Starting to get the idea? Rumor has it that the actual number of different non-story dungeons does not exceed 60. With all the questing the PC will be doing, this special piece of counsel should serve the PC well.

Let's probe the dungeon design features the PC should note, so that return visits to similar dungeons will be a breeze. Look for large and unusual features, like a huge, ascending staircase in the entrance anteroom. Entrances usually have large, ornate flags or other special features, like large fountains. Concentrate on the flag colors or abnormalities of the features.

Note the patterns of getting to the PC's goal in the particular dungeon. Did the PC have to toggle a lever in a certain room? Perhaps the PC had to jump on an altar to teleport to a distant part of the dungeon. Or, maybe a chain had to be pulled after jumping into a pit, to activate or disclose a secret door or other hidden site. Was the dungeon just straightforward with no tricks, where the PC only had to go in a certain direction to accomplish the objective? Or, do the same number and type of monsters guard the dungeon's goal from the PC?





## Secret Portals

No dungeon would be complete without a few secret doors, and *Daggerfall* is nothing if not complete. Some secret doors can be spotted easily, the color pattern of the door is visibly different from the wall. Others are more difficult, the pattern is the same, but it doesn't quite match up with the walls. A few are completely seamless. You cannot find them at all, no matter how hard you look, unless you look in the automap. The doorway will be immediately obvious in the automap. Just move up to it and click on that space.

## Stealing for Fun and Profit

Stealing is an instant function. The *Daggerfall* program presents the PC with a confirmation screen to avoid costly player mistakes. The base chance of success is the PC's pickpocket skill. Those without a pickpocket skill use their level instead.

Then the player must factor in the level of the store or game character from which an item will be stolen. The higher the level of the store, the better chance of getting caught. The heavier the items the more likely the PC will be caught. The more items in a single grab, the more likely the PC will be caught. Chances never go below 5% or above 95%.

Lesson learned: Unless your PC has a tremendously high pickpocket skill, think small! Here's the formula:

$$\text{chance\_caught} = (100 - \text{pick\_pocket}) + \text{store\_level} + \text{total\_weight} - \text{number\_items}$$

# Time Limits

Daggerfall has no time limit for the completion of the game's story. However, many encounters in the game will impose specific time limits on the PC for task completion.

All quests, including the main story quests, have time limits that must be met. If the PC does not complete the quest within the allotted time, the quest has simply not been performed. The consequences of failure can be devastating to a player trying to complete Daggerfall's story. On the other hand, despite this dire warning, all givers of either mundane or important quests usually allow the PC plenty of time.

Probably the most important time limit occurs once the PC obtains the Totem. From then, the PC has just over a year to decide to whom the Totem should be given- if to anyone at all. If no appropriate action is taken within that time limit, the Totem disappears. Frustration and gnashing of teeth, perhaps eating the game's CD, will likely follow.



# PC Bookmarks—Save Game Strategies

## When, Where, and How to Save the Best Games

The normal penalty for PC destruction as a rule can be cured by restoring a saved game. Like a bookmark, the game lets you save your place at six different junctures. Use the available number of save game positions wisely! When you save a game at a certain point, and disaster later befalls the PC, choose one of your saved games, and pick up where you left off. This process is called loading a game. Imagine playing Daggerfall for more than 150 hours, and having to start over from the beginning because your character died.

There are other reasons for the “save game” feature, such as times when, for pure convenience, you may want to save a game at specific advantageous positions. You might do this after solving a particularly knotty and difficult puzzle. We assume a Daggerfall player will not play such a lengthy and complicated type of game to the finish without sleep or using the CPU for something else. While this can probably be done, it is not advised. You need your rest!

### Best Save Game Triggers

#### *Right Before:*

- Large monetary outlay for weapons, armor, and items.
- Likely experience or skill level rise after next combat or puzzle solve.
- Sleep.
- Hot spot.
- Taking an action that might severely damage the PC.

#### *Right After:*

- Solving a major puzzle.
- Defeating “hot spot” monsters.
- Hot spot.
- Finding a Safe Haven.



## How to Create Eight Billion Saved Games

As mentioned above, Daggerfall gives the player six save game slots, which may not be enough for you. To the rescue, your friendly, neighborhood operating system. Yes, I am referring to whatever utility you own which will copy files from one location to another on your hard disk or to a floppy.

In Daggerfall, all the saved games are in the "Dagger" subdirectory, labeled "Save 0—Save5." Go to one or more of the save game directories. Simply copy all the files to a floppy disk. That way you can save games onto floppies to your heart's content. When you want a particular save location for playing, just copy from the floppy into one of the game's save directories.

The SAVENAME.TXT file contains the name of the save game. If you aren't sure which saved game you moved, just look inside that file.





# Enlightenment

## Fine Art of Conversation and Rumors

**D**aggerfall is all about constantly asking for things, locations, information, quests, work, and especially rumors.

Except for certain monsters, most everyone in Tamriel's universe is approachable for chatting. Of course, people do not converse with PCs wielding weapons, so sheathe your weapon immediately upon entering a town or city. If you don't believe us, then try getting someone to stop and talk with a PC who has a weapon at the ready.

Cold shoulders are the stance of the day! Another icier of conversation is if the PC's reputation with the particular target of discussion is very low. This is significant when talking with important game characters. Certain royals will just say "Hi!" or nothing at all unless your reputation with them is extremely high.

Some conditions might make an entire town consider you their enemy or a social pariah. Many behind-the-scenes conditions, sometimes hidden to the player, may affect, for example, whether a possible discourser is friendly or hostile.



The three possible conversation tones also play a part. Taking a tough stance with a lowly Tamriel denizen might get you somewhere, but don't try it with a town guard or royal personage. Heed the tones that work with the different factions through Tamriel.

## Rumors lead to many wonderful things for the PC. Some rumor samples are:

### Artifacts

There are rumors that someone has a clue to the whereabouts of Auriel's Shield. Supposedly the shield can make you invulnerable to fire and magic. Some drunken knight was claiming to have lost the Warlock's Ring. Of course, if he really did have that artifact, he would be a king and not a drunk. I heard an archer say that Auriel's Bow was found and then lost again. In the stories, a single arrow shot from the bow could kill any creature.

There's a story being whispered about a mad wizard that has the Necromancer's Ring. That artifact is just a myth. My brother knows someone whose sister slept with a man who saw Chrysamere, the sword of heroes.

Some mad hermit tried to convince me that the Lord's Mail was real and not just a legend. I had to kill him to protect myself.

The Mages Guild just executed old [Town Resident] for claiming to have discovered the long lost location of the Staff of Magnus. Poor deluded mage.

They say that the Daedra Lords claimed most of the ancient artifacts. They only give them to loyal servants.

I've heard it said that the witches can help a person find one of the lost artifacts of ancient power.

### Dark Brotherhood

If you really want revenge, contact the Dark Brotherhood. They are professional assassins. There is such a thing as an assassins guild, which calls itself the Dark Brotherhood. They recruit the most cold blooded killers they can find. The Dark Brotherhood is quite powerful in [Current Region]. This assassins guild punishes outsiders that kill for money.

### New Enemies

Everybody knows that [Faction 2] had a grudge against [Faction 1], but now they're really going at it. [Faction 1] got the short end of the stick in some deal. Now they're out to get [Faction 2].

### Nations at War

It's just dreadful. [Faction 1] and [Faction 2] are at war! I knew there were tensions between [Faction 1] and [Faction 2], but I never thought they would declare war.

### Local Crime Waves

Lock your doors at night. Nobody is safe anymore from the criminals. They just take anything they want. They killed [Town Resident] in broad daylight. The guards didn't even do anything. What is this place coming to?

### Inane Rumors:

[Faction Leader Title] is having an affair.

They say we will have new cobblestone streets before the year is out.

[Town Resident] says that the bands on the fuzzy caterpillars predict a bad winter.

There is supposed to be a new tax announced soon.

Don't go out at night. [Town Resident] saw ghouls lurking in the alleys.

Representatives of the Empire are expected in [Current Region] soon.

The weakest link in the Imperial chain is the province of Summurset Isle.

## Books

There are many ways to acquire books throughout Tamriel. Books can bring special historical insight into why things are happening. Books also serve as reference works to give the PC insight into acquiring special combat and magical skills, and specific information on selected topics.

Pick up knowledge on where to find special locations, as well. Remember, some books are merely parts of an entire set.

Here are excerpts from certain obtainable books to give you an idea of their immense value in progressing in *Daggerfall*.

## From Confessions of a Thief by Anonymous:

I'm a thief. Now, don't get me wrong. I ain't saying this out of pride, but I ain't ashamed of my occupation neither. Thieves got a perfect right to exist in the Empire. People say we're dishonest. Of course, those people are usually either merchants or priests, which really slays me. Sort of the snake calling the worm legless. Rulers like us. Crime in moderation is good for the economy. The trick is to keep it at a good, even pace, with a well-timed lull and a minor wave to keep the fat bottoms from becoming complacent.

Of course, stupid but talented thieves will keep stealing, empty their pockets, and steal some more. This ain't good for no one. That's where the guilds come in. A Thieves Guild is what they call a crime regulator. We protect each other and punish the clumsy and greedy. The kings depend on us to keep the amateurs out of business. Yeah, occasionally a king will come down on us. I've even seen my Thieves Guildmaster get himself stuck in prison once or twice.

## From Etiquette With Rulers by Erystera Ligen:

Because the rules are so complex and the stakes are so high, many people blanch at the thought of speaking with a titled noble. For starters, it is important to address them correctly. No one likes to be misnamed, no one likes to be mistitled. The problem is that in High Rock, traditions of the peerage differ slightly from region to region.

The base rules follow: There are eight kingdoms in High Rock in the following regions: Northpoint, *Daggerfall*, Shornhelm, Camlorn, Farrun, Evermore, Wayrest, and Jehanna. If a woman is ruling one

of these areas, she is called the queen. The husband of a queen and the wife of a king is not necessarily of equal rank — they may not be kings and queens themselves. Their children are princes and princesses. Their grandchildren are also princes and princesses. If a male ruler dies, his wife takes the title dowager queen, provided there is not a dowager queen already.

Like all rules, there are exceptions. One noted exception took place recently in *Daggerfall*, when King Lysandus died. In most regions, his wife Mynisera would not have become dowager queen of *Daggerfall*, because Lysandus' mother, the widow Nulfaga, still lived. In *Daggerfall*, however, it is permissible for there to be two persons with the same title. Thus, both Nulfaga and Mynisera have the title dowager queen.

## From An Overview of Gods and Worship by Brother Hetchfeld:

In Tamriel, Gods are commonly viewed by the evidence of their interest in worldly matters. A central belief in the active participation of deities in mundane matters can be challenged by the evidence of apathy on the part of Gods during times of plague or famine. From intervention in legendary quests to manifestations in common daily life, no pattern for the Gods of Tamriel activities is readily apparent.

The concerns of Gods in many ways may seem unrelated to the daily trials of the mortal realm. The exceptions do exist, however. Many historical records and legends point to the direct intervention of one or more gods at times of great need. Many heroic tales recount blessings of the divinity bestowed upon heroic figures who worked or quested for the good of a deity or the deity's temple.

Some of the more powerful artifacts in the known world were originally bestowed upon their owners through such reward. It also has been reported that priests of high ranking in their temples may on occasion call upon their deity for blessings or help in time of need. The exact nature of such contact, and the blessings bestowed, is given to much speculation. The temples hold such associations secret and holy.



# Letters and Patience

Much of what happens in *Daggerfall* is triggered by the PC's receipt of letters from important personages. Letters can only be received when the PC is located in a town or city. If you rove the countryside or delve into dungeons for weeks on end, you might be too late to perform some important task or quest provoked by an unanswered letter. Worse yet, your tardiness in receiving a letter might decrease your reputation so much with a particular character, that it will take months to return reputation to an acceptable level.

Whether patience is a virtue as the proverb says, or merely a convenience, the PC must exhibit this trait. Many key events in *Daggerfall* occur only after the passage of time. For example, when the PC escapes from Privateer's Hold, the dungeon where the game begins, at least two weeks must pass before he receives an important letter from Lady Brisienna, representative of the Empire. This letter begins the fascinating *Daggerfall* plot.

## Dialogues

*Daggerfall* is full of meaningful dialogue. From conversations on the streets of cities, to passages in books, to letters, to signposts, the game blitzes the player with a wealth of written and oral dialogues. To get a flavor of what the player should expect, some tasty morsels include:

- ◇ The people of [any town] are very glad to have [another town] as a new ally. I don't like [the other town], but it's better to have it as an ally than as an enemy.
- ◇ Rusty relics lie wherever they were last tossed. All the wares show the cracks and chips of shoddy workmanship. A mouse scampers over your feet before burrowing into a nearby sack.

- ◇ Congratulations! You have purchased a lovely home here in [any town].
- ◇ We're not summoning this day. It might be a worthwhile use of your time to check in the library at the guild. There are a number of books about daedric summonings, including the dates appropriate for summoning.
- ◇ We can only accept members with a certain extant skill in at least one of the magical sciences.
- ◇ I am sad to say that you are ineligible to join the guild.
- ◇ Unfortunately, you arrive with a less than sterling reputation, young [PC]. You might consider improving that and returning.
- ◇ [PC], you have been a disappointment to us lately. You are hereby ineligible to receive any benefits available as a member. Perhaps you will come within the fold again, but for now, you are anathema.
- ◇ You no longer have rights here, [PC]. The elders have decided to expel you. I'm afraid you have not made enough connections to save your reputation. You are henceforth expelled, [PC]. All honors and rights are forfeit, [PC]. You have been expelled.
- ◇ A mage's apprentice was telling me that there are powerful beings called daedras living in a place called Oblivion. They can grant a man powerful magical items called artifacts. I'm sure it's just a story. Be good to your fellow man, or the daedras will take you away to Oblivion. Daedras can actually be summoned. I hear the witches and Mages Guild do it all the time. Only the temples can summon daedras safely. The priests can force them to reveal the secret location of powerful artifacts.
- ◇ A huge bat flaps slowly overhead. A wolf howls, not far away. The air is still and oppressive.

- ◇ You step over a half-eaten carcass. Harpy feathers are everywhere. You almost gag on a foul stench.
- ◇ Congratulations, [PC]. You have been promoted to the rank of [New Rank], with all the rights and honors that accompany it. Remember, we do not rest on previous accomplishments in the Brotherhood.
- ◇ You will find that for the next few days Julianos has blessed your intelligence.
- ◇ You will find that for the next few days Dibella has blessed your luck.
- ◇ Any temple dedicated to the Goddess of Beauty is called a House of Dibella. The priests and priestesses within are epicureans who aspire for beauty of the form and mind.
- ◇ Greetings, friend [PC]. Tonight we summon [daedra to be Summoned] from the pit of Oblivion. We usually ask for gold, but for allies like you, the service is without charge. Shall I proceed? Ah, my friend. Tonight we reach to the chasm of Oblivion to bring that foul spirit, the daedra regent \_\_\_\_ into the Mundus. A favor to you. Shall I continue?
- ◇ Awright, kid, now lissen, I ain't gonna repeat myself. Since you're one of us now, just a [PC's Guild Level], but still, I'll tell you where a local dungeon is. You might wanna use it to supplement yer stash. Lemme mark it on yer map. There it is, [Dungeon Name]. Now don't say I ain't never done anything for ya.
- ◇ On this day, by near unanimous vote of Archmagister and Council, your title within the guild is [Guild Level]. You are considered to be responsible and trustworthy enough to have rights to the daedra summoning chamber. I don't need to tell you that summoning a daedra is an act to be performed only after serious consideration. If the need, in your opinion, merits a summoning, the Guild Summoner will aid you. Naturally, daedra lords may only be summoned on particular days for the safety of the guild as a whole. It is a grave privilege, [PC], of which the guild finds you worthy.

- ◇ The Day of Lights is celebrated as a holy day by most villages in Hammerfell on the Iliac Bay. It is a prayer for a good farming and fishing year, and is taken very seriously.
- ◇ All along the seaside of Hammerfell, no one leaves their houses on the Day of Shame. It is said that the Crimson Ship, a vessel filled with victims of the Knahaten Plague who were refused refuge hundreds of years ago, will return on this day.







# Special Events

## Holidays

### New Holidays According to Region

<i>Month, Day</i>	<i>Region</i>	<i>Holiday</i>	<i>Happy, Scary, Holy</i>	<i>Notes</i>
Morning Star, 1	All	New Life	Ha	
Morning Star, 2	25	Scour Day	Ha	Cleaning after the big parties is a big party
Morning Star, 12	1	Ovank'a	Ho	Prayer to Stendarr for a merciful year
Morning Star, 15	All	S. Winds Prayer	Ho	
Morning Star, 16	29	Day of Lights	Ho	Prayer for a good year
Morning Star, 18	5	Waking Day	Ha	Celebration to wake the Gods of Nature
Suns Dawn, 2	25	Mad Pelagius	Ha	Foolishness of Sheogorath in HR
Suns Dawn, 5	6	Othroktide	Ha	Day Othrok took Castle Wightmoor
Suns Dawn, 8	60	Day of Release	Ha	Day Dirennis defeated the Alessian army

## New Holidays According to Region

<i>Month, Day</i>	<i>Region</i>	<i>Holiday</i>	<i>Happy, Scary, Holy</i>	<i>Notes</i>
Suns Dawn, 16	All	Hearts Day	Ha	
Suns Dawn, 27	41	Perseverance Day	Ha	Resistance to the Camoran Usurper
Suns Dawn, 28	26	Aduros Nau	Ha	Sex and fun in the Jungle
First Seed, 7	All	1st Planting	Ho	
First Seed, 9	2	Day of Waiting	Sc	Waiting to see if the dragon will come
First Seed, 25	25	Flower Day	Ha	General merrymaking in High Rock
First Seed, 26	1	Festival of Blades	Ha	Celebration of the defeat of the giant goblins
Rains Hand, 1	14	Gardtide	Ha	Festival of Flowers
Rains Hand, 13	18	Day of the Dead	Sc	Dead are rumored to rise
Rains Hand, 20	20	Day of Shame	Sc	Crimson Ship reputed to return to seek revenge
Rains Hand, 28	All	Jesters Day	Ha	
Second Seed, 7	All	Second Planting	Ho	
Second Seed, 9	28	Marukh's Day	Ho	Dirge for morality in Skeffington Wood
Second Seed, 20	33	Fire Festival	Ha	Fireworks in Northmoor
Second Seed, 30	31	Fishing Day	Ha	Celebration of the Way of the Fish in the bay

## New Holidays According to Region

<i>Month, Day</i>	<i>Region</i>	<i>Holiday</i>	<i>Happy, Scary, Holy</i>	<i>Notes</i>
Mid Year, 1	44	Drigh R'Zimb	Ha	Salute to the Sun in Abibon-Gora
Mid Year, 16	All	Mid Year Celebration	Ha	
Mid Year, 23	18	Dancing Day	Ha	Daggerfall party
Mid Year, 24	35	Tibedetha	Ha	Party for birth of Tiber Septim in Alcaire
Suns Height, 10	All	Merchants Festival	Ha	
Suns Height, 12	56	Divad Etep't	Ho	Mourning for the death of Divad in Antiphyllus
Suns Height, 20	All	Suns Rest	Ho	
Suns Height, 29	1	Fiery Night	Ha	Hottest time of Year
Last Seed, 2	48	Maiden Katrica	Ha	For the Maiden Warrior who saved Ayasofya
Last Seed, 11	21	Koomu Alazer'i	Ho	Day of thanksgiving for the harvest
Last Seed, 14	11	Feast of the Tiger	Ha	Party for the harvest
Last Seed, 21	22	Appreciation Day	Ho	Day of thanksgiving for the harvest
Last Seed, 27	All	Harvests End	Ha	Day of thanksgiving for the harvest
Hearth Fire, 3	All	Tales and Tallows	Sc	Admission of the finest into the priesthoods
Hearth Fire, 6	17	Khurat	Ho	Admission of the finest into the priesthoods



## New Holidays According to Region

<i>Month, Day</i>	<i>Region</i>	<i>Holiday</i>	<i>Happy, Scary, Holy</i>	<i>Notes</i>
Hearth Fire, 12	23	Riglametha	Ha	Celebration for Lainlyn's blessings
Hearth Fire, 19	20	Children's Day	Ha	Celebration of youth
Frost Fall, 5	1	Dirij Tereur	Ho	Frandar Hunding Memorial
Frost Fall, 13	All	Witches Festival	Sc	
Frost Fall, 23	19	Broken Diamonds	Ho	Death of Kintyra II, Empress of Tamriel
Frost Fall, 30	All	Emperors Day	Ha	
Suns Dusk, 3	51	Serpent's Dance	Ha	Party, worshipping snake god
Suns Dusk, 8	60	Moon Festival	Ha	Moon Party in Glenumbra Moors
Suns Dusk, 18	46	Hel Anseilak	Ho	Communion with Sword Saints in Pothago
Suns Dusk, 20	All	Warriors Festival	Ha	
Evening Star, 15	All	North Winds Prayer	Ho	
Evening Star, 18	1	Baranth Do	Ha	Goodbye to the Beast of the Last Year
Evening Star, 24	45	Chil'a	Ha	Priests bless the coming year in Kairou
Evening Star, 25	24	Saturalia	Ha	Raucous merrymaking in Wayrest
Evening Star, 30	All	Old Life Festival	Ho	

# Lycanthropy

When a PC is hit by a werewolf or wereboar, there is a 0.6% chance per hit that he will be afflicted with lycanthropy. Unless something is done, the PC will become a werewolf or a wereboar in three days time.

The PC is given a hint about his fate in the form of a nightmare on the first night after the bite. On the third night when the PC sleeps, he becomes a lycanthrope. Thereafter, whenever the full moon comes out, the PC is unable to use any equipment for the course of the night. The change in condition is listed below:

## Effects

1. The PC gains 40 pts in STR, END, AGI, and SPD (to a maximum of 100).
2. The PC gains 30 pts in the following skills: Jumping, Swimming, Climbing, Running, Critical Striking, Stealth, Hand to Hand.
3. The face on the character sheet turns to the visage of either a werewolf or a wereboar.
4. The body on the character sheet becomes a werewolf or wereboar.
5. A new spell is added to the character's spellbook: lycanthropy. The PC may cast this spell once a day, and turn the PC into a wereboar or werewolf.
6. While a lycanthrope, the PC may not use any spells or weapons.
7. All guild affiliations disappear and the PC's reputation drops to -100 with all but only while the PC is in lycanthrope form.
8. The PC inflicts damage equivalent to a werewolf.
9. Silver weapons or better are needed to hit the PC.

While the PC is a lycanthrope, he will turn into a werewolf or a wereboar every night during the full moon. He may, of course, always bring on the change by casting the lycanthropy spell.

## Cure

There are those in Tamriel that hunt werebeasts. They will hunt you should you become one. However, every once in a great while, you will be offered a chance at redemption. A letter will arrive, proposing a quest. If you complete it, you will be cured.

## Vampirism

Unless the PC is suitably protected, there is a 0.6% chance per successful hit a vampire scores on him, that the PC will contract vampirism. Such an afflicted character will become a vampire three nights after this infliction unless precautions are taken.

The PC receives a hint that he is inflicted during a prophetic nightmare which he gets on the first night of his affliction.

On the third day, when the PC sleeps, he awakens in a mausoleum two weeks later with all of his equipment (the religion of the time being Egyptian in its belief that people should be buried with items precious to them).



# Effects

1. All attributes are increased 20 pts (to a maximum of 100), except INT.
2. The spells etherealness, levitate, charm mortal, and calm humanoid appear in the PC's spellbook, even if the PC has them already. These spells can be cast an unlimited number of times a day, requiring fewer spellpoints than normal. Any other spell costs the normal number of spellpoints.
3. The PC gains a 30- point increase in the skills Jumping, Running, Stealth, Critical Striking, Climbing and Hand to Hand (with obviously no corresponding level increase).
4. The PC is made immune to disease and paralysis.
5. Any diseases or conditions on the character's health are gone.
6. All the PC's guild affiliations and titles are removed.
7. The PC suffers damage from being outside during the day.
8. The PC suffers damage from being in a holy place.
9. Additionally, when the PC becomes a vampire, his clan is based on the region where he was afflicted and the following special advantages/weaknesses are added:

Vraseth	PC gets an additional spell: Nimbleness
Khulari	PC gets an additional spell: Paralysis
Montalion	PC gets an additional spell: Free Action
Thrafey	PC gets an additional spell: Heal
Anthotis	PC gets an additional + 20 bonus to INT
Garlythi	PC gets an additional spell: Shield
Selenu	PC gets two additional spells: Resist Cold, Resist Fire and Resist Shock
Lysrezi	PC gets two additional spells: Silence, Invisibility
Haarvenu	PC gets an additional spell: Ice Storm and/or Wildfire



## Cure

Research on the subject will reveal a couple of methods for curing a vampire. But only one way is true. Once a year the PC will be approached by vampire hunters and offered a quest for this purpose.

Vampire hunters are rarely successful. However, this is no reason for a vampire to get careless. On rare occasions they have resorted to offering cures rather than the more dangerous confrontations. If you accept the quest, it will eventually lead to a cure.



# Daedric Summonings

There are several places where daedra can be summoned: Mages Guild's Summoning Rooms, witches covens, certain temples, the Dark Brotherhood, and specific castles.

Daedra	Special Day	Artifact
Clavicus Vile	1st of Morning Star	Masque of Clavicus Vile
Mehrunes Dagon	20th of Sun's Dusk	Mehrunes Razor
Molag Bal	20th of Evening Star	Mace of Molag Bal
Hircine*	5th of Mid Year	Hircine Shield
Sanguine	16th of Sun's Dawn	Sanguine Rose
Peryite	9th of Rain's Hand	Spellbreaker
Malacath	8th of Frost Fall	Volendrung
Hermaeus Mora	5th of First Seed	Oghma Infinium
Sheogorath	2nd of Sun's Dawn	Wabbajack
Beothiah	2nd of Sun's Dusk	Ebony Mail
Namira	9th of Second Seed	Ring of Namira
Meridia	13th of Morning Star	Ring of Khajiit
Vaernima	10th of Sun's Height	Skull of Corruption
Nocturnal	3rd of Hearth's Fire	Skeleton Key
Mephala	13th of Frost Fall	Ebony Blade
Azura	21st of First Seed	Azura's Star

## Unaligned Artifacts

Auriel's Shield

Warlock's Ring

Auriel's Bow

Necromancer's Amulet

Chrysamere

Lord's Mail

Staff of Magnus

General summoning is only done by witches, the Mage's Guild, and at temples. No other group, including the Dark Brotherhood, Baron Dwydden, the Duchess of Pothago, or the Marquis of Ephesus, can summon a daedra for the PC.

In the Mages Guild, there is a single NPC capable of spawning a daedra summoning. In the covens, there is a single NPC capable of spawning a daedra summoning.

When a valid flat is clicked, the PC is offered a choice of dialog, daedra summoning, or quest. If daedra summoning is selected in the Mages Guild or a temple, they will only perform the summoning if it is the correct day.

If daedra summoning is selected in a witch's coven, randomly select which daedra is being summoned that evening (exclude Hircine who is only summoned by the Glenmoril Wyrd Witches). This will remain static for the whole day if the PC clicks on the flat again. If this is the coven of the witches of Glenmoril Wyrd, force the daedra to be Hircine.

$pc\_reputation = \text{his reputation with the guild, the temple, or the witches}$   
 $witches\_summoning\_price = 100,000 + ((100 - pc\_reputation) * 1000)$   
 $chance\_appearing = (30\% + pc\_reputation + special\_day) \text{ max } 95\%$   
 if die roll > 95, then Sheogorath appears instead  
 $special\_day = 0, \text{ or } 30\% \text{ if the particular day of that Daedra}$

If the daedra does not appear, the money is forfeit.

If the daedra appears, and the PC has never accepted a quest from that daedra before, a monster will be dropped in the PC's lap, and triggered to go away after three game hours. Otherwise, if the daedra appears, the appropriate daedric quest will begin.

## Daedric Punishment Monsters

Fire Daedra

Frost Daedra

Lesser Daedra

Daedra Seducer

Daedra Lord

### Mages Guild Daedra Summoning Information

<i>Daedra</i>	<i>Summoning Day</i>	<i>Weather Type</i>
Clavicus Vile	1st of Morning Star	Any
Mehrunes Dagon	20th of Sun's Dusk	Any
Molag Bal	20th of Evening Star	Any
Hircine <sup>1</sup>	5th of Mid Year	Any
Sanguine	16th of Sun's Dawn	Rain
Peryite	9th of Rain's Hand	Rain
Malacath	8th of Frost Fall	Any
Hermaeus Mora	5th of First Seed	Any
Sheogorath	2nd of Sun's Dawn	Thunderstorm

<sup>1</sup> *Hircine cannot be summoned by any but by the Witches of Glenmoril Wyrð. No one will even attempt to summon him but them.*



## Mages Guild Daedra Summoning Information

<i>Daedra</i>	<i>Summoning Day</i>	<i>Weather Type</i>
Boethiah	2nd of Suns Dusk	Rain
Namira	9th of Second Seed	Any
Meridia	13th of Morning Star	Any
Vaernima	10th of Sun's Height	Any
Nocturnal	3rd of Hearth Fire	Rain
Mephala	13th of Frostfall	Any
Azura	21st of First Seed	Any

The odds that the daedra in question will respond on that day are a base of 30%. If the particular weather type the daedra likes exists, the odds are increased by 10%. The PC's reputation modifies these odds, appropriately (a reputation of -3 with Vaernima will lower the chance of a summoning by three). There is always a base 5% chance that Sheogorath will appear instead of the daedra being summoned. These odds increase to 15% on any stormy night.

## Witches Covens Daedra To Be Summoned

Which daedra a particular coven is trying to call on any one night is determined at random.

1. Clavicus Vile
2. Mehrunes Dagon
3. Molag Bal
4. Sanguine
5. Peryite
6. Malacath

7. Hermaeus Mora
8. Sheogorath
9. Boethiah
10. Namira
11. Meridia
12. Vaernima
13. Nocturnal
14. Mephala
15. Azura

The big difference between a coven summoning and a guild summoning is that if a guild summoning fails, nothing happens. If a coven summoning fails, roll off the daedric random encounter table above to see what appears instead. Something always does.





# Civilization

## Guilds, Temples of the Gods and Goddesses, and Orders

**L**ike Arena, Daggerfall doesn't let the PC just walk up to a guild or temple and become the darling of the members. No more fawning and bestowing every conceivable service and goods (for a price) on the PC. The PC must work his way up in the guild or temple, which can be an entire game in and of itself. Forget access to the new Item and PotionMaker. Accept it and move on! The same goes for the various knightly orders that exist in Tamriel.

### Generic Guild Rules

No service will be rendered if a PC has a reputation of less than zero. Giving donations and accepting quests are not considered services. The guild is not doing anything for the PC, the PC is doing something for the guild. There is a 50% chance of a quest, if his reputation is less than zero. If Rank is called for, non-members are considered to have a rank of zero.



### Advancement

The PC must have a minimum level in two of the guild's primary skills, and a minimum reputation. He must wait at least a month between ranks. Performing a successful guild quest adds five points to his reputation with that guild. Each month, the reputation normalizes one point (moves closer to zero).

Rank	Minimum Reputation	Minimum Highest Skill	Minimum and Highest Skill
0	0	22	4
1	10	30	8
2	20	38	12
3	30	46	16
4	40	54	20
5	50	62	24
6	60	70	28
7	70	78	32
8	80	86	36
9	90	94	40

## Mages Guild

### Guild skills:

destruction, restoration, illusion, alteration, thaumaturgy, mysticism

### Training in:

destruction, restoration, illusion, alteration, thaumaturgy, mysticism, daedric, dragon, orcish, harpy, spriggan, impish

Identify magic items open to all, at  $(10 - \text{rank}) / 10 \times \text{normal-price}$

Anyone, member or not, can buy new, prebuilt spells

Quests, open to all

Mages Guild		
Rank	Title	Reward
0	Apprentice	Access to the SpellMaker
1	Journeyman	
2	Evoker	
3	Conjuror	Buy and sell magic items
4	Magician	
5	Enchanter	Access to the ItemMaker
6	Warlock	Access to the daedra summoning room
7	Wizard	
8	Master Wizard	Access to the teleportation chamber
9	Archmage	

### Ranks in the Mages Guild

Ranks are given according to seniority and power. All new initiates are considered apprentices, regardless of actual level.

One must keep a new rank for at least 28 days, before advancing to the next level, again regardless of ability and reputation.

If the PC's reputation drops below the minimum guild reputation level for someone of his rank, he will be demoted and informed of his new status upon arriving at the guild. If his reputation drops below zero, he will be ejected from the guild.

Fighters Guild	
Rank	Title
0	Apprentice
1	Journeyman
2	Swordsman
3	Protector
4	Defender
5	Warder
6	Guardian
7	Champion
8	Warrior
9	Master

## Fighters Guild

### Guild skills:

blunt weapon, axe, archery, short blade, long blade, giantish, orcish

### Training in:

blunt weapon, axe, archery, short blade, long blade, giantish, orcish, critical strike, swimming, running, jumping

Weapon and armor repairs at  $(10 - \text{rank}) / 10$  \* normal-cost

Gold rewards for guild quests are more lucrative, default\_reward \*  $(10 + \text{rank}) / 10$

## Thieves Guild

Rank	Title	Reward
0	Apprentice	Get a map to a dungeon
1	Journeyman	
2	Filcher	Buy and sell stolen items for 50% of normal price. Tagged as stolen, the thief may get caught if tries to sell it. (shelves)
3	Crook	
4	Robber	Access to spymaster (100% chance of any rumor)
5	Bandit	
6	Thief	Get a map to a dungeon
7	Ringleader	
8	Mastermind	Get a map to a dungeon
9	Master Thief	

## Thieves Guild

### Joining the Thieves Guild

Whenever the PC steals (picks a pocket or steals from a store) in town, or enters a building that he does not have privilege for, record the date and increment a counter. When the counter gets to 10 or above, the Thieves Guild will offer the PC membership. Three days after the triggering theft or break in, spawn the Thieves Guild joining the guild quest.

#### Guild skills:

lockpicking, pickpocket, streetwise, stealth, climbing, backstab, short blade



Training in:

lockpicking, pickpocket, streetwise, stealth, climbing, backstab, short blade, disguise, swimming, dodging, blunt weapon, jumping (rank +1) chance out of 20 of bribing a judge (no jail time) for theft crimes only

Training, members only

Quests, members only

Dark Brotherhood		
Rank	Title	Reward
0	Apprentice	
1	Journeyman	Sell potions
2	Operator	
3	Slayer	Access to the PotionMaker
4	Executioner	
5	Punisher	Buy and sell soulgems
6	Terminator	
7	Assassin	Access to the spymaster (100% chance of any rumor)
8	Dark Brother	
9	Master Assassin	

## Dark Brotherhood

### Joining the Dark Brotherhood

Whenever the PC kills a person in town, including a guardsman, record the date, and adjust a counter. Add five for a person, and one for a guardsman. When the counter gets to 15 or higher, the

Dark Brotherhood will offer the PC membership. Three days after the triggering murder, spawn the Dark Brotherhood joining the guild quest. It begins with a letter, telling him where to find the guild headquarters.

**Guild skills:**

short blade, archery, backstab, streetwise, disguise, stealth, climbing, destruction, daedric, critical strike

**Training in:**

short blade, archery, backstab, streetwise, disguise, stealth, climbing, destruction, daedric, critical strike, swimming, dodging, running, backstab

(rank + 1) chance out of 20 of bribing a judge (no jail time) for murder

Each rank, reveal one graveyard on the region map

Training, members only

Quests, members only



# Temples

## Arkay Temple

Rank	Title	Reward
0	Novice	Cures cost (10 - rank) / 10 * default_price Heal all wounds, no cost (automatic when talk to any member)
1	Initiate	Sell potions
2	Acolyte	
3	Adept	
4	Curate	Access to the PotionMaker Buy and sell soulgems
5	Disciple	
6	Brother	
7	Diviner	Daedric Summoning
8	Master	
9	Patriarch	



## Arkay

### Guild skills:

destruction, restoration, medical, axe, short blade, backstab, daedric

### Training in:

destruction, restoration, medical, axe, short blade, backstab, daedric, critical strike, climbing

## Zenithar Temple

Rank	Title	Reward
0	Novice	Donations from members increase current_rep by 2
1	Initiate	Sell potions
2	Acolyte	Heal all wounds, no cost (automatic when talk to any member)
3	Adept	
4	Curate	Access to the PotionMaker Buy and sell soulgems
5	Disciple	
6	Brother	PotionMaker
7	Diviner	
8	Master	Daedric Summoning
9	Patriarch	

## Zenithar

## Guild skills:

streetwise, mercantile, orcish, harpy, giantish, spriggan, centaurian, daedric, thaumaturgy, blunt weapon, pickpocket

## Training in:

streetwise, mercantile, elvish, harpy, giantish, spriggan, centaurian, daedric, thaumaturgy, blunt weapon, pickpocket, etiquette

Can buy a blessing of Mercantile skill + (rank + 2)





## Mara Temple

Rank	Title	Reward
0	Novice	Add Rank to reaction roll by opposite gender
1	Initiate	Heal all wounds, no cost (automatic when talk to any member)
2	Acolyte	Sell potions
3	Adept	
4	Curate	
5	Disciple	Access to the PotionMaker
6	Brother	
7	Diviner	Daedric Summoning
8	Master	
9	Patriarch	



## Mara

### Guild skills:

medical, streetwise, etiquette, illusion, restoration, archery, critical strike, nymph, harpy, daedric

### Training in:

medical, streetwise, etiquette, illusion, restoration, archery, critical strike, nymph, harpy, daedric

Can buy a blessing of Personality + (rank +2)

## Akatosh Temple

Rank	Title	Reward
0	Novice	Fast travel time = $(95 - \text{rank}) / 100$ * travel_time,
1	Initiate	Heal all wounds, no cost (automatic when talk to any member)
2	Acolyte	
3	Adept	
4	Curate	Sell potions
5	Disciple	Access to the PotionMaker
6	Brother	
7	Diviner	Daedric Summoning
8	Master	
9	Patriarch	

## Akatosh

## Guild skills:

destruction, alteration, long blade, daedric, dragon, stealth,  
running

## Training in:

destruction, alteration, long blade, daedric, dragon, stealth,  
running, archery, swimming

Can buy a blessing of Speed + (rank +2)



## Julianos Temple

Rank	Title	Reward
0	Novice	
1	Initiate	
2	Acolyte	Heal all wounds, no cost (automatic when talk to any member)
3	Adept	Sell magical items
4	Curate	
5	Disciple	Access to the ItemMaker
6	Brother	Daedric Summoning
7	Diviner	Daedric Summoning
8	Master	
9	Patriarch	



## Julianos

### Guild skills:

thaumaturgy, mysticism, alteration, short blade, impish, daedric, lockpicking

### Training in:

thaumaturgy, mysticism, alteration, short blade, impish, daedric, lockpicking, critical strike, mercantile

Can buy a blessing of Intelligence + (rank + 2)

## Dibella Temple

Rank	Title	Reward
0	Novice	
1	Initiate	Sell potions
2	Acolyte	Heal all wounds, no cost (automatic when talk to any member)
3	Adept	
4	Curate	Buy and sell soulgems
5	Disciple	Access to the PotionMaker
6	Brother	
7	Diviner	Daedric Summoning
8	Master	
9	Patriarch	

## Dibella

### Guild skills:

etiquette, illusion, restoration, long blade, lock picking, orcish, nymph, daedric

### Training in:

etiquette, illusion, restoration, long blade, lock picking, orcish, nymph, daedric, streetwise, harpy

Can buy a blessing of Luck + (rank + 2)





## Stendarr Temple

Rank	Title	Reward
0	Novice	Healing all wounds, no cost (automatic when talk to any member) (2 * rank) out of 100 chance that when killed (not by drowning), the PC actually survives albeit in a temporarily weakened state.
1	Initiate	
2	Acolyte	Sell potions
3	Adept	
4	Curate	
5	Disciple	Access to the PotionMaker
6	Brother	
7	Diviner	Daedric Summoning
8	Master	
9	Patriarch	



## Stendarr

### Guild skills:

medical, restoration, blunt weapon, axe, dodging, critical strike, daedric

### Training in:

medical, restoration, blunt weapon, axe, dodging, critical strike, daedric,orcish, spriggan

Can buy a blessing of Legal rep + (rank + 2)

## Rynareth Temple

Rank	Title	Reward
0	Novice	Breath meter runs (Rank + 10) / 10 longer
1	Initiate	Heal all wounds, no cost (automatic when talk to any member)
2	Acolyte	
3	Adept	Sell spells
4	Curate	
5	Disciple	
6	Brother	Access to SpellMaker
7	Diviner	Daedric Summoning
8	Master	
9	Patriarch	

## Rynareth

### Guild skills:

jumping, running, dodging, archery, harpy, dragon, destruction, illusion, climbing, stealth, daedric

### Training in:

jumping, running, dodging, archery, harpy, dragon, destruction, illusion, climbing, stealth, daedric

Can buy a blessing of Endurance + (rank + 2)



As shown above certain gods patronize certain regions. For each status level a PC has in that temple, there is a +1 bonus to his reputation with all people in that region.

## Knightly Orders

Rank	Title	Reward
0	Aspirant	No charge for staying at an inn in any region where that order is present
1	Squire	
2	Gallant	One free piece of non-magical armor per rank, starting at this rank. Pick three to six random pieces, all of the same metal. Metal type is based upon rank (2=silver, 3=elven, 4=dwarven, 5=mithril, 6=adamantium, 7=ebony, 8=orcish, 9=daedric)
3	Chevalier	
4	Keeper	No charge for staying at any inn
5	Knight Brother	
6	Commander	No charge for travel by ship
7	Marshal	
8	Seneschal	
9	Paladin	Free house in a region where that order is present

## Knightly Orders

### Guild skills:

long blade, archery, critical strike, etiquette, medical, giantish, dragon

No pay for guild quests, open to all (penalty built into the quests)

No training (penalty)

Here are a few of the better known knightly orders of the Iliac Bay region, with some details about how they differ.

## Knights of City-States

### *Daggerfall (Knights of The Dragon)*

Protectors and warriors for the city and the royal family of Daggerfall. The knights are lead by Lord Bridwell, who is intensely devoted to the royal family. But Mobar, his second-in-command, questions the royal family's honor and is considering leading a revolt against them.

### *Sentinel (Knights of The Moon)*

Protectors and warriors for the city and royal family of Sentinel. Their recent defeat at the hands of Daggerfall meant a change in their hierarchy. They are a fairly new and informal group. Their official leader is Vhosek, but he is usually too busy with affairs at the palace to give them much notice. K'avar, the warlord, involves himself in their affairs when his own knights are elsewhere. Their unofficial leader is Ulfahn, a sergeant in their ranks with a lot of charisma.

### *Sentinel (Knights of the Candle):*

Personal retinue of K'avar, warlord of Sentinel. They act more like spies than knights. They even have several different uniforms so they can go into combat incognito if K'avar tells them to.

### *Wayrest (Knights of The White Rose)*

Protectors and warriors for the city and royal family of Wayrest. The Knights are rather divided right now- some supportive of any action of the king, others furious about the possible prospect of a Dark Elf heir. Many are upset at the foundation of Orsinium and the displacement of the peasantry from the foot of the Wrothgarian Mountains, others believe the right place for the knights in times of trouble is at the king's right-hand. Lord Woodborne and Lord Darkworth are both members of the Knights of the White Rose.



## Knights of Towns

### *Anticlere (Knights of the Flame)*

Protectors and warriors for the town and royal family of Anticlere. They are sworn to guard the Flytes, though they are curious why they are not permitted to stop highwaymen outside the Anticlere limits, but to keep their activities to the palace and town of Anticlere. Several of the better-looking, dimmer knights are personal guards of Lady Flyte, and enjoy great privileges. Everyone is pretty loyal and dedicated, as grateful as they are to the Flytes for rescuing the town formerly known as Reich Gradkeep.

### *Lainlyn (Knights of the Horn)*

Protectors and warriors for the town and royal family of Lainlyn. The lord of the town is a bit of a tyrannical bully, and so are the knights.

A lot of their time is spent intimidating peasants for tax money and trading jokes about Lord Kain's men- the Knights of the True Horn, who are still gathering steam in High Rock.

### *Glenpoint (Knights of the Owl)*

Protectors and warriors for the town and royal family of Glenpoint.

### *Dwynnen (Knights of the Raven)*

Protectors and warriors for the town and royal family of Dwynnen.

### *Avibon-Gora (Knights of the Wheel)*

Protectors and warriors for the town and royal family of Avibon-Gora.

*Totambu (Knights of the Scarab)*

Protectors and warriors for the town and royal family of Totambu.

*Santaki (Knights of the Hawk)*

Protectors and warriors for the town and royal family of Santaki.

**Knights of Nobles***Lord Kain (Knights of the True Horn)*

Followers of Lord Kain, pretender to the throne of Lainlyn. They have no permanent home now and are not taking any more knights, though they are happy to employ mercenaries. Some of them realize that they will never win in their lifetimes, but their children may take up the fight.

*Lord Plessington (Knights of the Cup)*

Protectors of the Plessington clan. Not a very powerful or large group, but very eager to help in all the affairs of High Rock. Plessington likes to send his knights off for no greater purpose than to right a wrong, and come back with lots of interesting stories.

**Knights of Guilds***Mages Guild (Knights of the Lamp)*

These are primarily non-spellcasting knights, in charge of protecting the guild and representatives of the guild in dangerous territories. The knights travel to and from the various Mages Guilds around the Iliac Bay as needed, and they are granted privilege levels that correspond with members of the guild.

*Temples (Knights of the <God Symbol>)*

These knights are given the same privileges as members of certain temples.

# Other Interesting Places

## Courts

### Crime and Punishment

If the PC does any one of the following:

Subtract from Legal Reputation

Breaking and Entering: Attempts to break into a house during daytime and is seen, whether he succeeds or fails in his lockpicking. 10

Trespassing: Trespasses (goes into an area where he does not have the privilege to be) and is seen. 5

Breaking and Entering: Leaves a place where he has been trespassing and is spotted. 10

Assault: Attacks someone during daytime and is seen before the person has been killed. 8 / attack

Criminal Mischief: Consorts with a member of the underworld and is seen by a law official. 2

Vagrancy: Camping within range of a town or settlement. 2



## Banks

Banks charge interest at a one-time 10% percent rate. Thus, if you borrow 1,000 gold pieces, you will be required to pay back 1,100 gold pieces at the end of the loan period- which is always one year. The PC can never borrow more than 50,000 gold pieces per level.

A letter of credit is basically the same as money. You can deposit these at no charge, and if you wish to have one made out you can do so at a cost of  $\text{AMOUNT} / 100 + 1$ .

The bank will also sell ships and houses. It will only sell houses if any are available in the current town. It will also buy back houses and ships at a reduced rate.



## Stores

### Buying from Store

$$\text{Amount} = .75(\% \text{delta\_mercantile}) + .25 (\% \text{delta\_personality})$$

Calculate mercantile skill like this:

$$\% \text{delta\_mercantile} = \lceil (\text{merchant\_level} / 200) + .5 \rceil * \lceil ((100 - \text{player\_level}) / 200) + .5 \rceil$$

Calculate personality like this:

$$\% \text{delta\_personality} = \lceil (\text{merchant\_level} / 200) + .5 \rceil * \lceil ((100 - \text{player\_level}) / 200) + .5 \rceil$$

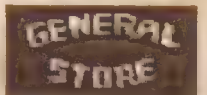
### Selling to Store



$$\%a = .6(\% \text{delta\_mercantile}) + .15 (\% \text{delta\_personality})$$

$$\% \text{delta\_mercantile} = \lceil ((100 - \text{merchant\_level}) / 200) + .5 \rceil * \lceil (\text{player\_level} / 200) + .5 \rceil$$

$$\% \text{delta\_personality} = \lceil ((100 - \text{merchant\_level}) / 200) + .5 \rceil * \lceil (\text{player\_level} / 200) + .5 \rceil$$







# Legerdemain

## Spells Pandect

**T**he three key words for most magic spells or item are duration, chance, and magnitude.

What follows is a chart that goes through all of the major spell effects available to the PC in Daggerfall.

Clearly, some spells are automatically cast without any fear of failure. Some last a split second, others for the entire combat. Learn well from these special tips.



**Chameleon — Normal**

Makes target very difficult to see. If target attacks something, chameleon spell is aborted.

**Chameleon — True**

Makes target very difficult to see. This spell is not aborted if target attacks something.

**Charm**

Raises caster's charm with target, thereby improving caster's reputation.

**Climbing**

Causes target to climb at twice the natural rate.

**Continuous Damage — Fatigue**

Causes target's fatigue to be damaged.

**Continuous Damage — Health**

Causes target's health to be damaged.

**Continuous Damage — Spell Points**

Causes target's spell points to be damaged.

**Create Item**

Creates one useful item of the caster's choosing.

**Cure — Disease**

Cures target of disease.

**Cure — Paralysis**

Cures target of paralysis.

**Cure — Poison**

Cures target of poison.

**Damage — Fatigue**

Drains fatigue from target making target tired.

**Damage — Health**

Causes damage to health of a character.

### Damage — Spell Points

Drains Spell Points from target.

### Detect Enemy

Caster is able to detect all enemies within range.

### Detect Magic

Caster is able to detect all magic within range.

### Detect Treasure

Caster is able to detect all treasure within range.

### Disintegrate

Causes target to disintegrate.

### Dispel — Daedra

Causes daedra to be dispelled.

### Dispel — Magic

Causes magic to be dispelled.

### Dispel — Undead

Causes undead to be dispelled.

### Drain — Agility

Causes target's agility to be drained.

### Drain — Endurance

Causes target's endurance to be drained.

### Drain — Intelligence

Causes target's intelligence to be drained.

### Drain — Luck

Causes target's luck to be drained.

### Drain — Personality

Causes target's personality to be drained.

### Drain — Speed

Causes target's speed to be drained.



**Drain — Strength**

Causes target's strength to be drained.

**Drain — Willpower**

Causes target's willpower to be drained.

**Elemental Resistance — Fire**

Causes target to be resistant to fire.

**Elemental Resistance — Frost**

Causes target to be resistant to frost.

**Elemental Resistance — Magic**

Causes target to be resistant to magic.

**Elemental Resistance — Poison**

Causes target to be resistant to poison.

**Elemental Resistance — Shock**

Causes target to be resistant to shock.

**Fortify Agility**

Increases target's agility.

**Fortify Endurance**

Increases target's endurance.

**Fortify Intelligence**

Increases target's intelligence.

**Fortify Luck**

Increases target's luck.

**Fortify Personality**

Increases target's personality.

**Fortify Speed**

Increases target's speed.

**Fortify Strength**

Increases target's strength.

### Fortify Willpower

Increases target's willpower.

### Free Action

Causes target to be resistant to paralysis.

### Heal Agility

Heals target's agility.

### Heal Endurance

Heals target's endurance.

### Heal Fatigue

Heals target's fatigue.

### Heal Health

Heals target's health.

### Heal Intelligence

Heals target's intelligence.

### Heal Luck

Heals target's luck.

### Heal Personality

Heals target's personality.

### Heal Speed

Heals target's speed.

### Heal Strength

Heals target's strength.

### Heal Willpower

Heals target's willpower.

### Identify

Identifies magic items.

### Invisibility (Normal)

Turns target invisible. If target attacks something, invisibility is dispelled.

**Invisibility (True)**

Turns target invisible. If target attacks something, target will still remain invisible.

**Jumping**

Causes target to jump at twice the natural rate.

**Levitate**

Target is able to float above the ground.

**Light**

Bright light source created around target.

**Lock**

Locks door to a lock-level equal to the caster's level.

**Open**

Opens a locked door.

**Pacify Animal**

Pacifies any living beast of subhumanoid intelligence.

**Pacify Daedra**

Pacifies daedra monsters.

**Pacify Humanoid**

Pacifies humanoid monsters.

**Pacify Undead**

Pacifies undead monsters.

**Paralyze**

Causes target to be paralyzed.

**Regenerate**

Regenerates target's health.

**Shadow — Normal**

Causes target to meld into normal shadows. If target attacks something, shadow spell is aborted.

**Shadow — True**

Causes target to meld into normal shadows.

**Silence**

Silences target, making casting spells impossible.

**Shield**

Creates shield around caster that absorbs damage. When shield has taken its maximum damage or the spell has elapsed, shield will be dispelled.

**Slow Falling**

Causes target to fall at a very slow speed, completely avoiding damage.

**Soul Trap**

The target's soul will be imprisoned in any true soul gem if it dies while the spell is active. If no soul gem is present, the monster becomes unkillable until the spell expires.

**Spell Absorption**

Target is able to absorb incoming spells, adding their energy to his or her own store.

**Spell Reflection**

Target is able to reflect incoming spells.

**Spell Resistance**

Target is able to resist incoming spells.





### Teleport

Spell must be cast twice. First at the place where the caster wishes to return, second to teleport the caster to that location.

### Transfer Agility

Transfers target's agility to the caster.

### Transfer Endurance

Transfers target's endurance to the caster.

### Transfer Fatigue

Transfers target's fatigue to the caster.

### Transfer Intelligence

Transfers target's intelligence to the caster.

### Transfer Health

Transfers target's health to the caster.

### Transfer Luck

Transfers target's luck to the caster.

### Transfer Personality

Transfers target's personality to the caster.

### Transfer Speed

Transfers target's speed to the caster.

### Transfer Strength

Transfers target's strength to the caster.

### Transfer Willpower

Transfers target's willpower to the caster.

### Water Breathing

Allows target to remain underwater and will trigger when target enters water.

### Water Walking

Allows caster to move at normal speed in water without sinking even while carrying heavy items.

# Magic Makers

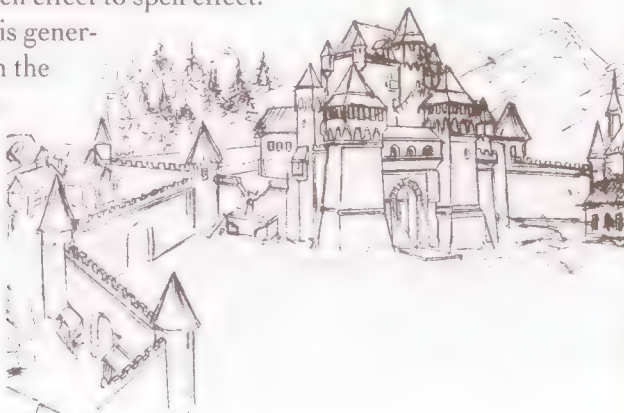
Many locations in Tamriel possess special contraptions of great help to the spellcasting PC. The SpellMaker, ItemMaker, and PotionMaker give the PC tremendous flexibility, with access to the most potent magical powers ever conceived or accessible in Tamriel. The Daggerfall Manual gives you tremendous detail on the use of these machines. Therefore, we will confine our discussion to some unique aspects of their use.

## Creating Spells from Scratch (SpellMaker)

The SpellMaker is covered in the Daggerfall Manual. But the player should be aware of these tips:

- ◇ Resist the urge to add every conceivable effect and magnitude to created spells. Carefully monitor the spell point cost, and compare it to your PC's available and expected future spell points. Fashioning a spell that will expend all available spell points with one cast leaves the spellcaster dangerously open to damage and death.
- ◇ When you are a lower level character, make spells that have a high initial magnitude, chance, or duration. Higher level characters should switch to spells that have almost no initial values, but have high per level values. This tactic will make sure that your spells cost the least amount of spell points. The exact crossover level differs from spell effect to spell effect.

However it is generally between the 5th and 7th levels.



## Enchanting Items (ItemMlaker)

Soul Gems	
Monster	Soul Value
Rat	0
Imp	1000
Spriggan	1000
Giant Bat	0
Grizzly Bear	0
Horse	0
Sabertooth Tiger	0
Spider	0
Orc	1000
Centaur	3000
Werewolf	1000
Nymph	10,000
Slaughterfish	0
Orc Sergeant	1000
Harpy	3000
Wereboar	1000
Skeletal Warrior	0
Giant	3000
Zombie	0
Ghost	30,000

## Soul Gems

Monster	Soul Value
Mummy	10,000
Giant Scorpion	0
Orc Shaman	3000
Gargoyle	3000
Wraith	30,000
Orc Warlord	1000
Frost Daedra	50,000
Fire Daedra	50,000
Lesser Daedra	10,000
Vampire	70,000
Daedra Seducer	150,000
Vampire Ancient	100,000
Daedra Lord	800,000
Lich	100,000
Ancient Lich	250,000
Fire Atronach	30,000
Iron Atronach	30,000
Flesh Atronach	30,000
Ice Atronach	30,000
Dragonling	500,000
Dreugh	10,000
Lamia	10,000



## Stirring Cauldrons (PotionMaker)

The level of the Mages Guild determines what type of items may be available. The higher the guild level, the higher the rarity level of the available items.

The PotionMaker		
Item	Rarity/ Power level	General Effect
Small Tooth	1	Resist Poison
Medium Tooth	3	" "
Big Tooth	6	" "
Small Scorpion Stinger	4	Damage Health
Large Scorpion Stinger	8	" "
Snake Venom	4	Resist Poison
Golden Poppy	5	Charm
Pearl	12	Water Breathing
Ghoul's Tongue	14	Resist Fire
Lead	3	Slowfall
Iron	4	Slowfall
Orc blood	5	Fortify Strength
Gold	8	Charm
Platinum	12	Invisibility
Brass	4	Jumping
Silver	6	Cure Paralyzation
Saint's Hair	16	Cure Disease

## The Potion Alchemist

Item	Rarity/ Power level	General Effect
Holy Icon	18	Dispel Magic
Daedra's Heart	20	Fortify Willpower
Yellow Rose	3	Polymorph
Palm	4	Levitate
Sulphur	6	Resist Fire
Twigs	1	Slowfall
Bamboo	3	Heal Fatigue
Spider's Venom	7	Paralyzation
Basilisk's Eye	12	Cure Paralyzation
Copper	6	Detect Magic
Lodestone	10	Jumping
Gryphon's Feather	16	Slowfall
Aloe	5	Heal Health
Ginko leaves	6	Cure Disease
Jade	5	Water Breathing
Ivory	10	Resist Frost
Yellow Berries	2	Fortify Personality
Green Berries	3	Damage Health
Troll's Blood	9	Regenerate
Mercury	13	Fortify Speed
Mummy Wrappings	15	Detect Treasure
Unicorn Horn	20	Detect Enemy

## The Potion Maker

Item	Rarity/ Power level	General Effect
Black Rose	6	Silence
Malachite	13	Silence
Clover	3	Fortify Luck
Fig	4	Resist Fire
Nymph Hair	16	Fortify Personality
Lich Dust	20	Fortify Intelligence
Green Leaves	2	Jumping
Red Berries	2	Resist Fire
Yellow Flowers	3	Chameleon
Ruby	10	Absorption
Emerald	14	Chameleon
Werewolf's Blood	8	Cure Poison
Wereboar's Tusk	10	Fortify Strength
Dragon Scales	20	Absorption
Root Tendrils	3	Diminution
Root Bulb	4	Regenerate
Giant's Blood	11	Diminution
Pine Branch	3	Resist Fire
White Rose	4	Fortify Intelligence
Turquoise	6	Resist Frost
Red Flowers	3	Damage Fatigue
Cactus	5	Resist Magicka

## The Potion Alaker

Item	Rarity/ Power level	General Effect
Amber	7	Resist Fire
Fairy Dragon's Scales	12	Reflect
Red Rose	4	Detect Magic
Wraith Essence	15	Drain Willpower
Ectoplasm	13	Invisibility
Diamond	15	Resist Fire
Red Poppy	4	Drain Strength
Black Poppy	8	Damage Spellpoints
White Poppy	6	Drain Intelligence

## Potion Recipes

### *Cast at 5th level*

#### Stamina

Price: 25

Use: Heal Fatigue

Duration: N/A + N/A per N/A level(s)

Chance: N/A + N/A per N/A level(s)

Magnitude: 5-5 + 4-4 per 1 level(s)

#### *Ingredients:*

Pure Water

Aloe

Ginko Leaves



### Orc Strength

Price: 50

Duration: 1 + 1 per 1 level(s)

Chance: N/A + N/A per N/A level(s)

Magnitude: 1-1 + 14-14 per 1 level(s)

*Ingredients:*

Orc's Blood

Iron

Rain Water

### Healing

Price: 50

Use: Increases Fatigue and Health

Duration: N/A + N/A per N/A level(s)

Chance: N/A + N/A per N/A level(s)

Magnitude: 5-5 + 9-9 per 1 level(s)

*Ingredients:*

Elixir Vitae

Yellow Berries

Mercury

Troll Blood

### Restore Power

Price: 75

Duration: N/A + N/A per N/A level(s)

Chance: N/A + N/A per N/A level(s)

Magnitude: 5-5 + 4-4 per 1 level(s)

*Ingredients:*

Nectar

Silver

Werewolf Blood

Saint's Hair

**Resist Fire**

Price: 75

Use: Elemental Resistance Fire

Duration: 1 + 1 per 1 level(s)

Chance: 100% + 1% per 1 level(s)

Magnitude: N/A +N/A per N/A level(s)

*Ingredients:*

Ichor

Amber

Red Flowers

Dragon Scales

Cactus

**Resist Frost**

Price: 75

Use: Elemental Resistance Frost

Duration: 1 + 1 per 1 level(s)

Chance: 100% + 1% per 1 level(s)

Magnitude: N/A +N/A per N/A level(s)

*Ingredients:*

Ichor

Turquoise

Pine Branch

White Rose



### Resist Shock

Price: 75

Use: Elemental Resistance Shock

Duration: 1 + 1 per 1 level(s)

Chance: 100% + 1% per 1 level(s)

Magnitude: N/A + N/A per N/A level(s)

#### *Ingredients:*

Ichor

Lodestone

Yellow Berries

### Cure Disease

Price: 100

Use: Cure Disease

Duration: N/A + N/A per 1 level(s)

Chance: 1% + 10% per 1 level(s)

Magnitude: N/A + N/A per N/A level(s)

#### *Ingredients:*

Elixir Vitae

Fig

Nymph's Hair

### Slow Falling

Price: 100

Use: Slowfall (Feather Fall)

Duration: 1 + 1 per 1 level(s)

Chance: N/A + N/A per N/A level(s)

Magnitude: N/A + N/A per N/A level(s)

#### *Ingredients:*

Pure Water

White Poppy

Black Poppy

**Water Breathing**

Price: 100

Use: Waterbreathing

Duration: 1 + 1 per 1 level(s)

Chance: N/A + N/A per N/A level(s)

Magnitude: N/A + N/A per N/A level(s)

*Ingredients:*

Rain Water

Elixir Vitae

Ivory

**Heal True**

Price: 100

Use: Heal Health

Duration: N/A + N/A per N/A level(s)

Chance: N/A + N/A per N/A level(s)

Magnitude: 5-5 + 19-19 per 1 level(s)

*Ingredients:*

Elixir Vitae

Yellow Berries

Green Berries

Unicorn's Horn

**Levitation**

Price: 125

Use: Levitation

Duration: 1 + 1 per 1 level(s)

Chance: N/A + N/A per N/A level(s)

Magnitude: N/A + N/A per N/A level(s)

*Ingredients:*

Pure Water

Nectar

Ectoplasm



### Resist Poison

Price: 125

Use: Elemental Resistance - Poison

Duration: 1 + 1 per 1 level(s)

Chance: 5% + 19% per 1 level(s)

Magnitude: N/A + N/A per N/A level(s)

#### *Ingredients:*

Ichor

Snake Venom

Golden Poppy



**Free Action**

Price: 125

Use: Cure Paralysis

Duration: 1 + 1 per 1 level(s)

Chance: 5% + 19% per 1 level(s)

Magnitude: N/A + N/A per N/A level(s)

*Ingredients:*

Ichor

Spider's Venom

Twigs

Bamboo

**Cure Poison**

Price: 200

Use: Cure Poison

Duration: N/A + N/A per N/A level(s)

Chance: 5% + 19% per 1 level(s)

Magnitude: N/A + N/A per N/A level(s)

*Ingredients:*

Ichor

Large Scorpion's Stinger

Small Tooth

Pearl

**Chameleon Form**

Price: 200

Use: Chameleon (Normal)

Duration: 1 + 1 per 1 level(s)

Chance: N/A + N/A per N/A level(s)

Magnitude: N/A + N/A per N/A level(s)

*Ingredients:*

Rain water

Nectar

Green Leaves

Yellow Flowers

Red Berries

### Shadow Form

Price: 200

Use: Shadow (Normal)

Duration: 1 + 1 per 1 level(s)

Chance: N/A + N/A per N/A level(s)

Magnitude: N/A + N/A per N/A level(s)

#### *Ingredients:*

Rain Water

Nectar

Malachite

Black Rose

### Invisibility

Price: 250

Use: Invisibility (Normal)

Duration: 1 + 1 per 1 level(s)

Chance: N/A + N/A per N/A level(s)

Magnitude: N/A + N/A per N/A level(s)

#### *Ingredients:*

Rain Water

Nectar

Ectoplasm

Diamond

### Purification

Price: 500

Use: Cure Disease

Duration: N/A + N/A per 1 level(s)

Chance: 1% + 10% per 1 level(s)

Magnitude: N/A + N/A per N/A level(s)

Use: Heal Health

Duration: N/A + N/A per N/A level(s)

Chance: N/A + N/A per N/A level(s)

Magnitude: 5-5 + 19-19 per 1 level(s)

Use: Invisibility (Normal)

Duration: 1 + 1 per 1 level(s)

Chance: N/A + N/A per N/A level(s)

Magnitude: N/A + N/A per N/A level(s)

*Ingredients:*

Elixir Vitae

Nectar

Rain Water

Fig

Nymph's Hair

Ectoplasm

Diamond

Mummy Wrappings

## Ingredients

### Special Flora of Tamriel

The Arabesque nut can be found growing wild in the mountains of Hammerfell. This succulent nut is often the only nourishment of adventurers who find themselves in the wilderness without rations. It is said that the Arabesque nut has magical properties. When it is crushed and mixed with the milk of the agile footed mountain goat, a potion can be made that allows the user to glide safely above the ground.

Fire fern, a perennial herb, is native to Morrowind. The flowers are inconspicuous and often hidden. The glossy, evergreen foliage and flowers are resistant to the conditions of high heat and bright light. A petal from this plant placed under an adventurer's tongue will provide protection from the heat and fire found in the lava pits and streams around Dagoth-Ur.

Dragon's-Tongue is the common name for a fernlike herb found in Hammerfell. It is especially prolific around the area of Fang Lair. It is a beautiful wildflower. Its name comes from the fire red fronds that protect its golden flowers. Dragon's-Tongue is as pretty as it is deadly

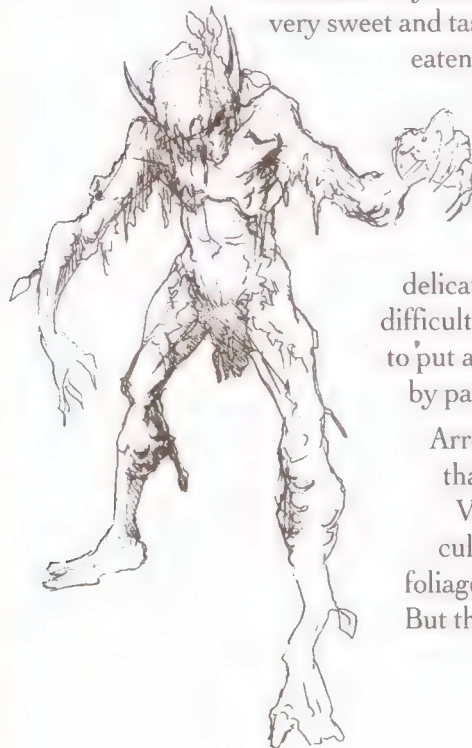


to most living beings, and needs to be avoided by adventurers. It is said, however, that Argonians can pick the plant and use the sap derived from its roots to enhance their endurance.

Adonis is a herb grown by many residents of Valenwood for their beautiful and showy flowers. They attain a height of about three feet and have feathery leaves. The flowers are usually bright red. In addition to their beauty, they are said to have magical abilities to enhance the appearance of anyone who carries or wears one of the flowers.

Ironwood nut is a rare nut which comes from the Ironwood trees which grow deep in the forests of Skyrim. The wood from these trees is as hard as the metal for which they are named. The rare black ironwood tree is said to produce a nut which is very succulent and is believed to enhance the strength of the adventurer who is able to crack its shell.

The Narcissus plant which is found along the banks of rivers and lakes in High Rock is most inconspicuous. It has a small purple flower surrounded by a deep green leaf. The small flower is very sweet and tasty. Legend has it that when eaten, it has the ability to increase one's charisma for a short while.



The Somnalius fern can be found in the swamps of Black Marsh. The fronds from this plant are light green and quite delicate. Picking a frond can be very difficult, but once retrieved it can be used to put an enemy to sleep for a short while by passing it under his nose.

Arrowroot is a thick, rubbery tuber that can be found in the province of Valenwood. The plant is very difficult to find, as its above ground foliage is very meager and scrawny. But the arrowroot itself can be most

beneficial to the gatherer, as it has magical properties. The paste made from grinding the root is tasty and can improve the user's accuracy with a bow and arrow.

Nightshade is reputed to be a poisonous herb. However, the variety found in many parts of Elsweyr is cherished by Khajiits who have followed the career path of thievery. Many Khajiits will tuck a piece of nightshade inside their armor to increase their abilities to skulk, hide, and become invisible.

### Ingredients

Name	Base Wgt(lb)	Hit Points	Base Cost	EPs
Crystal				
Ruby	0.25	1000	250	1750
Emerald	0.25	1000	425	2750
Sapphire	0.25	1000	375	2250
Diamond	0.25	1000	500	3000
Jade	0.25	1000	10	200
Turquoise	0.25	1000	50	100
Malachite	0.25	1000	25	150
Amber	0.25	1000	100	400
Temperate Plants				
Twigs	0.5	4	2	0
Green Leaves	0.25	5	2	0
Red Flowers	0.25	5	4	0
Yellow Flower	0.25	5	4	0

# Ingredients

Name	Base Wgt(lb)	Hit Points	Base Cost	EPs
Temperate Plants				
Root Tendrils	0.25	12	2	0
Root Bulb	0.25	12	4	0
Pine Branch	1	40	4	0
Green Berries	0.5	5	4	0
Red Berries	0.5	5	4	0
Yellow Berries	0.5	5	4	0
Clover	0.25	5	5	0
Red Rose	0.25	10	8	0
Yellow Rose	0.25	10	8	0
Black Rose	0.25	10	10	0
White Rose	0.25	10	8	0
Red Poppy	0.25	8	8	0
Black Poppy	0.25	8	12	0
Golden Poppy	0.25	8	10	0
White Poppy	0.25	8	8	0
Warm Plants				
Ginko Leaves	0.5	7	12	0
Bamboo	0.5	6	6	0
Palm	1	10	4	0

## Ingredients

Name	Base Wgt(lb)	Hit Points	Base Cost	EPs
Warm Plants				
Aloe	0.25	5	9	0
Fig	0.5	5	8	0
Cactus	1	5	8	0
Fern	~0.25	5	7	0
Mountain Monsters				
Werewolf's Blood	0.5	9	25	0
Wereboar's Tusk	1	15	28	0
Fairy Dragon Scales	2	700	90	0
Nymph Hair	0.25	2000	100	0
Unicorn Horn	3	50000	200	0
Ectoplasm				
Wraith Essense	0.5	50000	80	0
Ectoplasm				
Ghost Essense	0.5	50000	60	0
Ghoul's Tongue	0.5	5	30	0
Spider's Venom	0.75	10	22	0
Troll's Blood	0.75	5	20	0
Snake Venom	1	10	10	0
Medusa Snake	5	500	120	0
Lich Dust	0.5	50000	350	0
Dragon Scales	6	50000	375	0



Ingredients				
Name	Base Wgt(lb)	Hit Points	Base Cost	EPs
Warm Monsters				
Scorpion Stinger				
Giant	2	25	25	0
Scorpion Stinger				
Small	0.25	5	12	0
Mummy Wrapping	0.5	7	40	0
Cold Monsters				
Giant's Blood	1	10	25	0
Basilisk's Eye	1	4	26	0
Gryphon's Feather	0.5	20	40	0
Misc Potions				
Daedra's Heart	10	50000	500	0
Saint's Hair	0.5	2000	200	0
Holy Relic	1	9000	400	0
Tooth				
Big	0.75	7	8	0
Tooth				
Medium	0.5	5	4	0
Tooth				
Small	0.25	5	2	0
Misc Potions				
Pure Water	1	100	25	0
Rain Water	1	100	10	0
Orcs Blood	1	100	20	0

## Ingredients

Name	Base Wgt(lb)	Hit Points	Base Cost	EPs
<b>Misc Potions</b>				
Elixir Vitae	1	100	30	0
Nectar	1	100	15	0
Ichor	1	100	20	0
<b>Refined Metals</b>				
Mercury	0.75	7	16	0
Tin	2	35	4	0
Brass	1	40	8	0
<b>Raw Metals</b>				
Lodestone	2	35	15	0
Sulphur	0.5	10	10	0
Lead	3	40	5	0
Iron	3	50	6	0
Copper	0.25	12	15	0
Silver	0.25	50	12	0
Gold	0.25	45	20	0
Platinum	0.25	50	30	0
<b>Coastal Items</b>				
Ivory	0.25	13	13	0
Pearl	0.25	1000	150	1000





# Close Encounters of the RPG Kind

## Monsters

### Reactions and Aggression Levels

**W**hen a monster (not a human monster) is activated and notices the PC, it randomly determines its reaction. If the PC does not speak its language, the reaction is always to attack. Human monsters are more cynical and much tougher to placate, hence the alternate formula.



If weapon is sheathed:  $\text{weapon} = 10$ , otherwise  $\text{weapon} = -25$ .

$\text{monster\_chance\_tame} = \text{language} + (\text{personality} / 10) + \text{weapon}$ .

$\text{human\_monster\_chance\_tame} = (\text{personality} / 5) + (\text{etiquette} / 10) + \text{weapon}$ .

Compare  $\text{chance\_tame}$  to a roll of 1 to 200.

If the monster is attacked, pickpocketed, or the target of a spell, it becomes untamed.

Monster language skill is tallied every time a monster reaction is tested. Human monster reactions do not affect any skill.

In general, though, most monsters will attack the PC when noticed. Expect few conversations with monsters while traipsing around in dungeons, or anywhere else.

## Monster Compendium—Bestia Tactics

The more information the Daggerfall player has on monsters, the better off the PC will be. While Daggerfall isn't all about combat, almost every important personage and object is guarded by high-level monsters. These monsters generally have one specific purpose in life. Chew up the PC, spit out the PC, and generally make life miserable.

The following summarizes every monster that can be encountered in Daggerfall. It should be of invaluable aid to the PC during the quest. You'll learn where monsters hang out, how many might be encountered in a general area, their armor value (the lower the tougher), approximate monster hit points, whether any treasure might result from defeating the monster, the amount of damage to the PC's health if the PC takes it on the chin, any special attacks, what weapons will and will not work, and their attributes.

Just browsing through the first few entries, the common rat shouldn't seem much of a threat, unless the PC is really unlucky and contracts a filthy disease. As your eyes wander down the various monsters, a bad feeling in the pit of your stomach might result. Check out the capabilities of the Fire Daedra or the Ice Atronach. As a general rule, the easy monsters come first in the chart. By the time you get to the end of the chart, cold fear should be coursing through your veins.

## The Beasts:

### Rat

Armor Value: 6

Health: 1d8 + 8 (hp)

Treasure Type: Nil

Damage/Attack: 1-4

Special Attack: 5% chance of transmitting disease per attack: plague, stomach rot, brain fever

Weapon Needed to Hit: Any



### Imp

Armor Value: 3

Health: 1d8 + 10

Treasure Type: D

Damage/Attack: 2-15

Special Attack: Spellcasting

Spells: 7, 10, 29, 44

Weapon Needed to Hit: Steel or better



### Spriggan

Armor Value: -4

Health: 2d8 + 10

Treasure Type: B

Damage/Attack: 1-8/1-8/1-10

Special Attack: None

Weapon Needed to Hit: Any

Note: Must "kill" Spriggan three times before it is dead, each reincarnation is bigger and badder



### Giant Bat

Armor Value: 6

Health:  $2d8 + 10$

Treasure Type: Nil

Damage/Attack: 2-12

Special Attack: 5% chance per attack of delivering a disease:

Plague, Stomach Rot, Brain Fever

Weapon Needed to Hit: Any

### Zombie

Armor Value: 0

Health:  $2d8 + 50$

Treasure Type: G

Damage/Attack: 15-50

Special Attack: 2% chance per attack of delivering a disease:

Plague, Yellow Fever, Stomach Rot, Consumption, Brain Fever,

Swamp Rot, Leprosy, Red Death, Typhoid Fever, Dementia

Weapon Needed to Hit: Any

### Grizzly Bear

Armor Value: 6

Health:  $3d8 + 10$

Treasure Type: Nil

Damage/Attack: 1-8/1-8/1-10

Special Attack: Nil

Weapon Needed to Hit: Any

### Sabretooth Tiger

Armor Value: 6

Health:  $3d8 + 10$

Treasure Type: Nil

Damage/Attack: 1-10/1-10/3-15

Special Attack: Nil

Weapon Needed to Hit: Any



**Spider**

Armor Value: 5

Health:  $3d8 + 10$ 

Treasure Type: Nil

Damage/Attack: 5-15

Special Attack: Save vs paralysis with successful hit

Spell: Spider Touch

Weapon Needed to Hit: Any

**Orc**

Armor Value: 7

Health:  $3d8 + 10$ 

Treasure Type: A

Damage/Attack: 1-6 ( or by weapon )

(Equipment list needed: weapon, armor, other categories)

Special Attack: N/A

Weapon Needed to Hit: Any

**Centaur**

Armor Value: 6

Health:  $4d8 + 10$ 

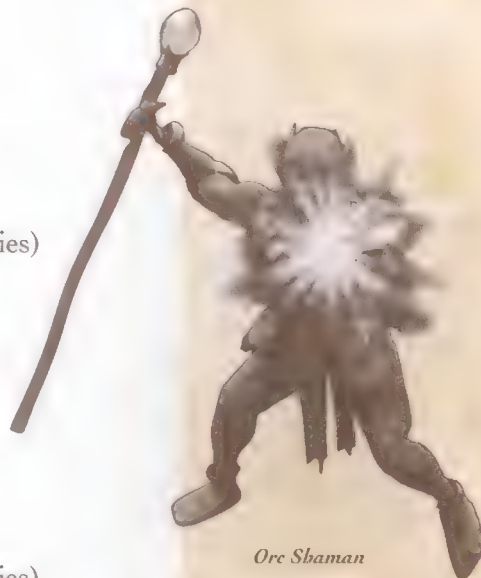
Treasure Type: C

Damage/Attack: 5-15 (by weapon)

(Equipment list needed: weapon, armor, other categories)

Special Attack: Nil

Weapon Needed to Hit: Any

*Orc Shaman***Werewolf**

Armor Value: 5

Health:  $4d8 + 10$ 

Treasure Type: Nil

Damage/Attack: : 1-10/1-10/2-12

Special Attack: .6% chance per attack of lycanthropy

Weapon Needed to Hit: Silver or better



### Nymph

Armor Value: 0

Health: 5d8 + 10

Treasure Type: C

Damage/Attack: 1-5

Special Attack: Energy Leech

After the PC falls asleep, he wakes up 14 days later

Weapon Needed to Hit: Silver or better

### Dragonling

Armor Value: 6

Health: 4d8 + 10

Treasure Type: Nil

Damage/Attack: 5-15

Special Attack: Spellcasting: Fireball

Weapon Needed to Hit: Any

### Giant Eel

Armor Value: 6

Health: 5d8 + 10

Treasure Type: Nil

Damage/Attack: 2-12

Special Attack: Nil

Weapon Needed to Hit: Any



### Orc Sergeant

Armor Value: 5

Health: 5d8 + 10

Treasure Type: A

Damage/Attack: 5-15 ( or by weapon )

Special Attack: N/A

Weapon Needed to Hit: Any

**Harpy**

Armor Value: 2

Health: 6d8 + 10

Treasure Type: D

Damage/Attack: 2-12/2-12/5-15

Special Attack: N/A

Weapon Needed to Hit: Dwarven or better

**Wereboar**

Armor Value: 3

Health: 7d8 + 10

Treasure Type: Nil

Damage/Attack: 2-12/2-12/5-15

Special Attack: .6% chance per attack of lycanthropy

Weapon Needed to Hit: Silver or better

**Skeletal warrior**

Armor Value: 2

Health: 7d8 + 10

Treasure Type: H

Damage/Attack: 5-15

Special Attack: Nil

Weapon Needed to Hit: Edged weapons inflict 1/2 damage

*Skeleton Warrior***Giant**

Armor Value: 3

Health: 8d8 + 10

Treasure Type: F

Damage/Attack: 10-30

Special Attack: N/A

Weapon Needed to Hit: Any



*Frost*

### Ghost

Armor Value: 0  
Health: 7d8 + 10  
Treasure Type: I  
Damage/Attack: 10-35  
Special Attack: Spellcasting  
Spell: Wizard Rend  
Weapon Needed to Hit: Silver or better

### Mummy

Armor Value: 2  
Health: 7d8 + 10  
Treasure Type: E  
Damage/Attack: 5-15  
Special Attack: 5% chance of delivering a disease with a successful hit  
Diseases: Plague, Yellow Fever, Stomach Rot, Consumption, Brain Fever, Swamp Rot, Cholera, Leprosy, Red Death, Typhoid Fever, Dementia.  
Weapon Needed to Hit: Silver or better

### Giant Scorpion

Armor Value: 0  
Health: 8d8 + 10  
Treasure Type: Nil  
Damage/Attack: 15-25  
Special Attack: Save vs Paralysis with each attack  
Spell: Spider Touch  
Weapon Needed to Hit: Any

### Orc Shaman

Armor Value: 7  
Health: 8d8 + 10  
Treasure Type: U  
Damage/Attack: 2-20 (by weapon)  
Special Attack: Spellcasting  
Spell: Levitate, Invisibility, Wizard's Fire, Spell Shield, Fire Storm, Lightning  
Weapon Needed to Hit: Any

**Gargoyle**

Armor Value: 0

Health: 9d8 + 10

Treasure Type: Nil

Damage/Attack: 10-15

Special Attack: Nil

Weapon Needed to Hit: Mithril or better

*Gargoyle***Wraith**

Armor Value: 0

Health: 10d8 + 10

Treasure Type: I

Damage/Attack: 20-45

Special Attack: Spellcasting

Spells: Far Silence, Lightning, Acidic Field

Weapon Needed to Hit: Silver or better

**Orc Warlord**

Armor Value: 0

Health: 10d8 + 10

Treasure Type: T

Damage/Attack: 5-50 (by weapon)

Special Attack: N/A

Weapon Needed to Hit: Any

**Frost Daedra**

Armor Value: -5

Health: 15d8 + 10

Treasure Type: J

Damage/Attack: 50-100

Special Attack: Spellcasting (save vs frost)

Spells: Ice Bolt, Ice Storm

Weapon Needed to Hit: Mithril or better



### Fire Daedra

Armor Value: 1

Health: 16d8 + 10

Treasure Type: J

Damage/Attack: 15-50

Special Attack: Spellcasting, save vs fire

Spells: Fire Ball, Fire Storm

Weapon Needed to Hit: Mithril or better



*Daedroth*

### Lesser Daedra (Daedroth)

Armor Value: 1

Health: 17d8 + 10

Treasure Type: E

Damage/Attack: 15-50

Special Attack: Spellcasting

Spells: Spell Shield, Silence, Lightning

Weapon Needed to Hit: Mithril or better

### Vampire

Armor Value: -2

Health: 18d8 + 10

Treasure Type: Q

Damage/Attack: 20-50

Special Attack: 2% disease-spread, .6% vampirism

Spells: Levitate, Sleep

Weapon Needed to Hit: Silver or better



**Daedra Seducer**

Armor Value: 1  
 Health: 18d8 + 10  
 Treasure Type: Q  
 Damage/Attack: 15-50  
 Special Attack: Spellcasting  
 Spells: Vampire Touch, Energy Leech  
 Weapon Needed to Hit: Mithril or better

**Vampire Ancient**

Armor Value: -5  
 Health: 20d8 + 10  
 Treasure Type: Q  
 Damage/Attack: 20-60  
 Special Attack: 2% disease-spread, .6% vampirism  
 Spells: Levitate, Shock, Paralysis  
 Weapon Needed to Hit: Mithril or better

**Daedra Lord**

Armor Value: -10  
 Health: 25d8 + 10  
 Treasure Type: T  
 Damage/Attack: 15-50  
 Special Attack: Spellcasting  
 Spells: Levitate, Shock, Free Action, Fireball, Balyna's Antidote, Energy Leech  
 Weapon Needed to Hit: Mithril or better

**Lich**

Armor Value: -10  
 Health: 20d8 + 10  
 Treasure Type: T  
 Damage/Attack: 70-100  
 Special Attack: Spellcasting  
 Spells: Levitate, Shock, Free Action, Fireball, Wizard's Rend, Balyna's Antidote  
 Weapon Needed to Hit: Mithril or better

### Ancient Lich

Armor Value: -12

Health: 20d8 + 10

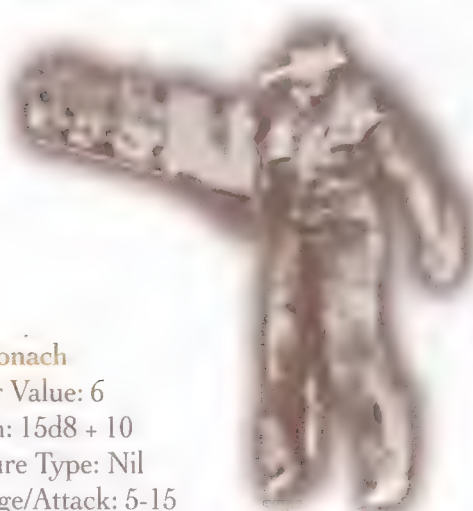
Treasure Type: T

Damage/Attack: 70-100

Special Attack: Spellcasting

Spells: Levitate, Shock, Free Action, Fireball, Toxic Cloud, Lightning, Wizard Rend, Balyna's Antidote

Weapon Needed to Hit: Mithril or better



*Fire Atronach*

### Fire Atronach

Armor Value: 6

Health: 15d8 + 10

Treasure Type: Nil

Damage/Attack: 5-15

Special Attack: Damage Aura (1-6 hp per round)

Weapon Needed to Hit: Any (fire spells heal damage done or have no effect)

### Iron Atronach

Armor Value: 6

Health: 15d8 + 10

Treasure Type: Nil

Damage/Attack: 5-15

Special Attack: Damage Aura (1-8 hp per round)

Weapon Needed to Hit: Any (electricity spells heal damage done or have no effect)

**Flesh Atronach**

Armor Value: 6

Health: 15d8 + 10

Treasure Type: Nil

Damage/Attack: 5-15

Special Attack: Damage Aura (1-10 hp per round)

Weapon Needed to Hit: Any (poison/acid spells heal damage done or have no effect)

**Ice Atronach**

Armor Value: 6

Health: 15d8 + 10

Treasure Type: Nil

Damage/Attack: 5-15

Special Attack: Damage Aura (2-12 pts per round)

Weapon Needed to Hit: Any (frost spells heal damage done or have no effect)

**Dreugh**

Armor Value: 6

Health: 3d8 + 10

Treasure Type: S

Damage/Attack: 5-15

Special Attack: Nil

Weapon Needed to Hit: Any

**Lamia**

Armor Value: 6

Health: 6d8 + 10

Treasure Type: S

Damage/Attack: 5-15

Special Attack: Every 1 pt of health damage = 2 pts of fatigue damage

Weapon Needed to Hit: Any

*Dreugh*



# Preparation for Confrontation

- ◇ Always have your weapon equipped where monsters might be present and ready to pounce on the unwary PC.
- ◇ Assume that monsters will attack during the very next step in the game.
- ◇ Two-handed weapons inflict much greater damage than weapons that can be wielded with one hand. Unfortunately, a weapon requiring two hands prevents the PC from wielding a protective shield. Better to sacrifice some offensive punch than to leave the PC open to massive damage for lack of a shield.
- ◇ Cast preemptive spells. Spells such as protection and shield can be cast when exploring. Don't leave home without them!
- ◇ If your PC is not a magic user, remember to make sure that magic items that simulate the casting of spells by spellcaster classes are in the PC's hands.
- ◇ Increasing a PC's agility is very important for combat. While heavy weapons and armor inflict great damage and protect well, the extra weight severely limits the PC's agility. If the PC is overburdened with treasure and ponderous weapons and armor, the PC will undoubtedly be much slower in combat. He will get fewer attacks per combat round. When fighting agile monsters, the results can be disastrous.

A PC with extremely high agility or dexterity often gets more attacks than anyone else during combat.
- ◇ Study "The Beasts" above to discern what weapons and spells will or will not work against expected foes.
- ◇ Weapons and armor must be kept in good repair, for they can easily deteriorate with age and constant use.

- ◇ Resist the urge to burst into intersections in dungeons. Approach intersections with deliberation. Sometimes lurking monsters will give no warning grunt and will be hidden to the PC.
- ◇ If monsters approach from afar, use ranged or missile weapons.
- When one pace away, reequip with a melee weapon.

## Confrontation— Real-Time Combat

Daggerfall's real-time combat is fast and furious. In real-time, the player must make quick, decisive judgments about what the PC will do in a particular combat. Monsters don't always conveniently face the player from the front, but often assault from all sides. It is not uncommon for the player to be surrounded by monsters in a combat. Choosing just the right spell can be time-consuming and hazardous to the PC's health.

### Melee

First, check out the Daggerfall Manual. This gives the benefits and detriments of the different types of weapon attacks. When brandishing a weapon, keep your finger on the mouse button. Don't wait for any particular thrust to finish. About halfway through each thrust, begin another. That way there will be no delay in your melee attacks.

Consider the geographical position of the party or PC when monsters attack. If in the open spaces- either outdoors, or in a cavernous dungeon area, head for a corridor. When the end of the corridor is reached, quickly turn around. While many monsters may be attacking, in that confined space only one can attack at a time, making the chance for victory much higher. In essence, let the monsters come to you.

Another strategy is to use the physical outlay of the land or indoor location in other ways. Back up against pillars, trees, or any obstacles that will reduce the number of sides your characters have exposed to attacking monsters. The fewer sides exposed, the greater your chance to win.

Never forget that monsters can slaughter a PC, whether it has one or twenty million hit points remaining. When multiple monsters attack, maneuver between them so that they will destroy each other with their own spells or ranged weapons.

Finally, remember that in real-time combat, different swings with diverse weapons lead to optimal results. Experimentation and practice will reveal if this particular strategy is feasible.

## Daggerfall Combat Formulae and Saving Throws

Legend for Combat Formulae	
Chance:	Odds of a successful blow
Skill:	Weapon skill
Armor Rating:	Self-explanatory
Agil1:	PC's Agility
Agil2:	Monster's Agility
Luck1:	PC's Luck
Luck2:	Monster's Luck
Swing Type:	Slash/Plunge
Adrenaline1:	PC's Adrenaline Rush
Adrenaline2:	Monster's Adrenalish Rush
CareerMod:	From Character Generation (0-5)
Racial-mod:	From PC's race (0-5)

$$\text{chance} = \text{skill} + \text{armor\_rating} + ( (\text{agil1} - \text{agil2}) / 10 ) + ( (\text{luck1} - \text{luck2}) / 10 ) + \\ \text{swing\_type} + (\text{adrenaline1} - \text{adrenaline2}) + \text{generalMod} + (\text{career\_Mod1} - \\ \text{career\_Mod2}) + \text{misc racial mods} - ( \text{dodging\_skill} / 10 ) - 60$$

Maximum = 97%      Minimum = 3%

$$\text{monster skill} = \text{level} * 5$$

With backstab skill, if behind enemy, add backstab to chance\_to\_hit if behind enemy and skill check successful, damage \*= 3

With critical strike skill, if skill check successful, add critical\_strike / 10 to chance\_to\_hit. If skill check successful, damage \*= 1+( critical\_strike / 100 )





## Hand-to-Hand

$$\text{damage\_low} = (\text{skill} / 10) + 1$$

$$\text{monster skill} = \text{level} * 5$$

Hand-to-Hand Combat	
Skill Value	Damage Range
0-4	1 - 1
5-9	1 - 2
10-14	2 - 3
15-19	2 - 4
20-24	3 - 5
25-29	3 - 6
30-34	4 - 7
35-39	4 - 8
40-44	5 - 9
...	...
80-84	9 - 18
85-89	9 - 19
90-94	10 - 20
95-99	10 - 21
100	11 - 22

*Note:*

Steel long sword is 2 - 16

Steel dai-katana is 3 - 21

*Note:*

Daedric long sword is 9 - 23

Daedric dai-katana is 10 - 28

# Saving Throws

1. Determine probability of success
2. If die roll is within 20 of failing, prorate damage and duration (if any).

## Example:

*Character's saving throw is 78*

*If he rolls 79-100, he suffers full damage and full duration (if any)*

*If he rolls 60-78, he suffers prorated damage and prorated duration (if any)*

*If he rolls 1-59, he suffers no damage*

Saving Throws	
Die Roll	Damage/Duration
79-100	100%
78	95%
77	90%
76	85%
75	80%
74	75%
73	70%
72	65%
71	60%
70	55%
69	50%
68	45%
67	40%
66	35%
65	30%
64	25%
63	20%
62	15%
61	10%
60	5%
1-59	0%

## Magical Combat

An important feature of spellcasting is the effects and lasting energy of certain magic spells. Some spells might last for a combat round or two, while others may run for the duration of the combat. The status window of the combat screen will impart information when a spell has worn off. Just remember, laughing in the face of monsters while unknowingly no longer protected by that wall of iron, will result in a major league wake up call.

Be warned. As your PC gains strength, experience, and more powerful spells, so do the monsters. Certain monsters, even lower-level monsters early in the game, can destroy the PC with a single spell, or send him to sleepy land. Put another way, if you have mass destruction spells, so do the monsters.

Very Best Magic Spells	
Offensive	
Attacks on a monster group.	
Attacks on all monster groups.	
Spells incapacitating monsters (Sleep, Paralyze)	
Defensive	
Heal individual or entire party.	
Cure	
Awaken	

Take advantage of your spellcasting character's ability to ready a spell. When surprised by monsters, or tactically failing to notice a hostile monster's approach, pressing "recast spell" can be used to cast fireball or silence.

Another important piece of inside information is to ignore the mouse during combat, except for targeting spells. Using the mouse to cast spells requires several mouse clicks. On the other side, simply hitting **Q** to cast the readied spell is a single keypress. Some of you rodent lovers may object, but when a fire golem is breathing down the PC's neck, the mouse should step aside for the trusty keyboard.

## Treasure and Booty

Tamriel overflows with treasure. Gold pieces, powerful weapons, thick armor, strange objects, fancy ball gowns, keys, and potion ingredients are yours for the taking. This is what playing an RPG like *Daggerfall* is all about.

Victory over fiendish monsters should be cherished and celebrated. Increased skills, possible new levels for the PC, acquisition of a key game item, all when the PC kicks some butt. As Indiana Jones is fond of saying when asked why he does what he does—"Fortune and glory!"

### Explanation of column labels:

TP	=	Temperate Plant Ingredient
WP	=	Warm Plant Ingredient
MM	=	Miscellaneous Monster Ingredient
WM	=	Warm Monster Ingredient
CM	=	Cold Monster Ingredient
MP	=	Misc Potion Ingredient
AM	=	Armor
WP	=	Weapon
MI	=	Magic Item
CL	=	Clothes
BK	=	Book
MS	=	Miscellaneous Item
RL	=	Religious Item



## Treasure and Booty

Code	Gold	TP	WP	MM	WM	CM	MP	AM	WP	MI	CL	BK	MS	RL
A	1-10	0	0	0	0	0	0	5	25	2	4	0	2	0
B	-	0	10	10	0	0	0	0	0	0	0	0	0	0
C	2-20	10	10	5	5	5	5	5	25	3	0	2	2	2
D	1-4	6	6	6	6	6	6	0	0	0	0	0	0	4
E	20-80	0	0	0	0	0	0	10	10	5	4	2	1	15
F	4-30	2	2	5	5	5	2	50	50	2	0	0	3	0
G	3-15	0	0	0	0	0	0	50	50	3	5	0	3	0
H	2-10	0	0	0	0	0	0	0	100	2	2	0	0	0
J	-	0	0	0	0	0	0	0	0	10	0	0	0	5
K	50-150	0	0	0	0	0	0	5	5	20	0	0	0	0
L	1-10	3	3	3	3	3	3	5	5	5	0	5	2	100
M	1-20	0	0	3	3	3	3	50	50	2	75	0	5	3
N	1-15	1	1	1	1	1	2	10	10	1	15	2	3	1
O	1-80	5	5	5	5	5	5	5	5	2	20	5	2	5
P	5-20	1	1	1	1	1	1	10	15	3	0	0	0	0
Q	5-20	5	5	5	5	5	5	5	10	3	0	10	5	0
R	20-80	2	2	8	8	8	2	10	25	10	35	5	3	0
S	5-20	0	0	3	3	3	5	5	15	5	0	0	0	0
T	50-125	5	5	5	5	5	15	10	10	20	0	5	5	0
U	20-80	0	0	0	0	0	0	100	100	3	0	0	0	0
V	7-30	5	5	5	5	5	10	10	10	3	0	2	2	10

- Multiply the number of gold pieces and the chance for each item by the level of the NPC.

Roll % chance to see if monster has an item from a particular category. If successful, roll % chance  $\times 0.5$  for second item. If successful, roll % chance  $\times 0.5$  again, until no more items are found from that category.

## Live to Fight Another Day

When attacked by monsters and overwhelmed, discretion may be the better part of valor. Running away is about the only thing the PC can do. It is important to note that all the movement keys work fine, even when a monster is flailing away at the PC.

Unless hopelessly stuck in a corridor, run away. This strategy also applies if a combat is going badly with monsters cutting through the PC like the proverbial knife through butter. There is no shame or game penalty for running. Do you really care if your reputation with an ugly ice golem is reduced?





# Objects d' Daggerfall

## Artifacts

### Auriel's Bow

(1 target at range, save versus magic)

Auriel's Bow appears as a modest Elven Longbow, but it is one of the mightiest ever to exist in Tamriel's history. Allegedly created and used, like its sister Auriel's Shield, by the great Elvish demigod, the Bow can turn any arrow into a missile of death and destruction. Without Auriel's power behind it, however, the bow uses its own store of energy for its power. Once exhausted of this energy, the bow will vanish and reappear wherever chance puts it. Its most recent appearances have been the subject of gossip for hundreds of years.

Given by:	Fighters Guild quest
Spell Points:	1500
Spells:	Lightning, hand of sleep, and magicka leech



## Auriel's Shield

(caster only)

Auriel's Shield, an Ebony shield said to have once belonged to the quasimythical Elvish deity Auriel, can make its wielder nigh invulnerable. In its resistance to fire and magic, Auriel's Shield is unsurpassed. Like many artifacts of Tamriel, the Shield has life and personality of its own, and does not feel bound to its user. A popular fable tells the tale of it abandoning one wielder in her greatest hour of need, but this is perhaps apocryphal.

Given by:	Fighters Guild quest
Spell Points:	1500
Spells:	Resist fire, shield, and spell reflection



## Azura's Star

(1 target, save vs. magic)

Few mortals have the stomach to trade in souls. The Dark Brotherhood does it, as do certain groups within the Mages Guild. For these cruel folk, Azura's Star has a particular fascination. The Star acts as a reusable soul gem. The soul of any creature killed by the bearer of the Star is trapped within it. If the Star already carries a soul, nothing happens. Using Azura's Star empties it, freeing the trapped soul to make its journey to Oblivion. Azura's Star can be used to make magical items over and over and over.

Given by:	Azura
Spell Points:	1500
Spells:	None

## Chrysamere

(caster only)

Chrysamere, the Paladin's Blade and Sword of Heroes, is an ancient claymore with offensive capabilities only surpassed by its defenses. It lends the wielder health, protects him or her from fire, and reflects any deleterious spells cast against the wielder back to the caster. Seldom has Chrysamere been wielded by a bladesman for any length of time, for it chooses not to favor one champion.

Given by:	Fighters Guild quest
Spell Points:	1500
Spells:	Resist fire, Shalidor's mirror, and heal

## Ebony Blade

(1 target at range, save versus magic)

The Ebony Blade, sometimes called the Vampire or the Leech, resembles an ebony katana, and its power is very dark indeed. Every time the Ebony Blade strikes an opponent, part of the damage inflicted flows into the wielder as raw power. The Blade itself may not be any more evil than those who have used it, but at some point in its history, a charm was cast on it so it would not remain with any one bladesman for long. The wizard who cast this charm sought to save the souls of any too infatuated by the Blade, and perhaps he was right to do so.

Given by:	Mephala
Spell Points:	1500
Spells:	Far silence, vampiric touch, and energy leech

## Ebony Mail

(caster only)

The Ebony Mail is an artifact created before recorded history, according to legend, by the Dark Elven goddess Boethiah. It is she who determines who should possess the Mail and for how long a time. If judged worthy, its power grants the wearer invulnerability to all common magical attacks that drain talents and health. It is Boethiah alone who determines when a person is ineligible to bear the Ebony Mail any longer, and the goddess can be very capricious.

Given by:	Boethiah
Spell Points:	1500
Spells:	Resist fire, shield, and spell shield

## Hircine Shield

(caster only)

The curse of lycanthropy has its advantages. The incredible strength, speed and ferocity of a werebeast make it a fearsome opponent. There are, of course, disadvantages. The bearer of the Hircine Shield can choose when to be a lycanthrope and when not. Essentially this gives him all the advantages with few of the negatives.

Given by:	Hircine
Spell Points:	1500
Spells:	None

## Lord's Mail

(caster only)

The Lord's Mail, sometimes called the Armor of Morihhaus, the Gift of Kynareth, is an ancient cuirass of unsurpassable quality. It grants the wearer the power to regenerate lost health, resist the effects of spells, and cure oneself of poison when used. It is said that whenever Kynareth deigns the wearer unworthy, the Lord's Mail will be taken away and hidden for the next chosen one.

Given by:	Fighters Guild quest
Spell Points:	1500
Spells:	Cure poison and spell shield



## Mace of Molag Bal

(1 target, save vs. magic)

Also known as the Vampire's Mace, the Mace of Molag Bal drains its victims of spell points and gives them to the bearer. If the victim has no spell points, he is drained of strength, which is also transferred to the wielder. Using the Mace of Molag Bal can actually give its bearer more spell points or more strength than he would have fully rested. However, these bonus points are temporary. Molag Bal has been quite free with his artifact. There are many legends about the mace. It seems to be a favorite for vanquishing mad wizards.

**Given by:** Molag Bal

**Spell Points:** 1500

**Spells:** None



## Masque of Clavicus Vile

(caster only)

Ever the vain one, Clavicus Vile made a masque suited to his own personality. The bearer of the masque is more likely to get a positive response from the people of Tamriel. The higher his personality, the larger the bonus. The best known story of the masque tells the tale of Avalea, a noblewoman of some renown. As a young girl, she was grossly disfigured by a spiteful servant. Avalea made a dark deal with Clavicus Vile and received the masque in return. Though the masque did not change her looks, suddenly she had the respect and admiration of everyone. A year and a day after her marriage to a well connected baron, Clavicus reclaimed his masque. Although pregnant with his child, Avalea was banished from the baron's household. Twenty one years and one day later, Avalea's daughter claimed her vengeance by slaying the baron.

<b>Given by:</b>	<b>Clavicus Vile</b>
<b>Spell Points:</b>	<b>1500</b>
<b>Spells:</b>	<b>None</b>

## Mehrunes' Razor

(1 target, save vs. magic)

The Dark Brotherhood has coveted this ebony dagger for generations. This mythical artifact is capable of slaying any creature instantly. Victims of the Razor must save vs. magic or be slain. History does not record any bearers of Mehrunes' Razor. However, eighty years ago the Dark Brotherhood was decimated by a vicious internal power struggle. It is suspected that the razor was involved.

<b>Given by:</b>	<b>Mehrunes Dagon</b>
<b>Spell Points:</b>	<b>1500</b>
<b>Spells:</b>	<b>None</b>

## Necromancer's Amulet

(caster only)

The legendary Necromancer's Amulet, the last surviving relic of the mad sorcerer Mannimarco, grants any spellcaster who wears it the ability to regenerate from injury, and absorb magicka. The bearer also becomes wise beyond his years. This artifact is popular amongst mages. The one flaw of the Amulet is that it is unstable in this world and forever doomed to fade in and out of existence, reappearing at locations distant from that of its disappearance.

Given by:	Fighters Guild quest
Spell Points:	1500
Spells:	Troll's blood and wisdom

## Oghma Infinium

(caster only)

The Oghma Infinium is a tome of knowledge written by the Ageless One, the wizardsage Xarses. All who read the Infinium are filled with the energy of the artifact which can be manipulated to raise one's abilities to near demigod proportions. Once used, legend has it, the Infinium will disappear from its wielder. It leaves one with 50 bonus points to distribute among the character's attributes as one wants.

Given by:	Hermæus Mora
Spell Points:	1500
Spells:	None

# Ring of Khajiiti

(caster only)

The Ring of the Khajiiti is an ancient relic, hundreds of years older than Rajhin, the thief who made the Ring famous. It was Rajhin who used the Ring's powers to make himself as invisible, silent, and quick as a breath of wind. Using the Ring he became the most successful burglar in Elsweyr's history. Rajhin's eventual fate is a mystery, but according to legend, the Ring rebelled against such constant use and disappeared, leaving Rajhin helpless before his enemies.

<b>Given by:</b>	<b>Meridia</b>
<b>Spell Points:</b>	<b>1500</b>
<b>Spells:</b>	<b>Invisibility and feet of Notorgo</b>

# Ring of Namira

(caster only)

Namira is aligned with the darker side of nature, as is her ring. While the ring is being worn, any damage the bearer takes is suffered by the attacker as well. Spells and missile attacks are ignored. How much damage the attacker suffers depends upon his nature. Animals and Spriggans take no damage, being creatures of nature. Daedric beings only take half the damage, being supernatural creatures. Humanoids and monsters take full damage. Undead take twice the damage they dole out, because they are wholly unnatural creatures.

<b>Given by:</b>	<b>Namira</b>
<b>Spell Points:</b>	<b>1500</b>
<b>Spells:</b>	<b>None</b>



## Sanguine Rose

(caster only)

The Sanguine Rose is not an artifact most folk would care to have. It summons a lesser daedra to the user. The daedra will attack any other creature in the area except the bearer of the rose. The rose is like any other in that it will wilt. The more of its power that is used, the more wilted it becomes. Eventually all its petals fall off and it loses its powers. Somewhere in Oblivion a new rose blooms and is plucked by Sanguine herself to be given to a new champion.

Given by:	Sanguine
Spell Points:	1500
Spells:	None



## Skeleton's Key

(caster only)

The power of the Skeleton's Key is very simple, indeed. With it, any nonmagically locked door or chest is instantly accessible to even the clumsiest of lockpickers. A particularly skillful lockpicker may even open some magically barred doors with the Key. The two limitations placed on the Key by wizards who sought to protect their storehouses were that the Key could only be used once a day and it would never be the property of one thief for too long. Some of those who have possessed the Key have made themselves rich before it disappeared, others have broken into places they never should have entered.

Once a day this key allows one to open one lock of lock level 25 or lower. In effect, this means ALL nonmagical locks and lower level magical locks can be opened. Magical locks start at lock level 20.

<b>Given by:</b>	<b>Nocturnal</b>
<b>Spell Points:</b>	<b>1500</b>
<b>Spells:</b>	<b>Open</b>

## Skull of Corruption

(1 target, save vs. magic)

Using the Skull of Corruption on an opponent creates a duplicate of the victim. However, this duplicate will attack the original, not the wielder of the Skull. There is a story about the Thieves Guild Master and the skull that is probably fiction, but highly amusing. The Master used the skull on her enemy, creating a clone of him to fight. After defeating the original, the clever duplicate snatched the Skull from the Master and used it on her. Although the cloned enemy could not directly attack the Master, it could use the Skull to create a duplicate Master. The two clones jointly ruled the Thieves Guild for years.

<b>Given by:</b>	<b>Vaernima</b>
<b>Spell Points:</b>	<b>1500</b>
<b>Spells:</b>	<b>None</b>



## Spell Breaker

(caster only)

Spell Breaker, superficially a Dwarven tower shield, is one of the most ancient relics of Tamriel. Aside from its historic importance dating from the Battle of RourkenShalidor, the Spell Breaker protects its wielder almost completely from any spellcaster, either by dispelling magic or silencing any mage about to cast a spell. It is said that the Breaker still searches for its original owner, and will not remain the property of any one else for long. For most, possessing Spell Breaker for any time is power enough.

Given by:	Peryite
Spell Points:	1500
Spells:	Free action and spell reflection

## Staff of Magnus

(caster only)

The Staff of Magnus, one of the elder artifacts of Tamriel, was a metaphysical battery of sorts for its creator, the ArchMage Magnus. When used, it regenerates the wielder's health at remarkable rates. In time, the Staff will abandon the bearer who wields it before he becomes too powerful and upsets the mystical balance it is sworn to protect.

<b>Given by:</b>	Fighters Guild quest
<b>Spell Points:</b>	1500
<b>Spells:</b>	Spell absorption

## Volendrung

(1 target at touch, save versus magic)

The Hammer of Might, Volendrung is said to have been created by the Dwarves of the now abandoned clan of Rourken, hundreds of years before they disappeared from the world of Tamriel. It has the ability to grant health to its wielder, but it is best known for the paralyzing and strength leeching effects it has when cast at an enemy. Like the Dwarves who created it, Volendrung is prone to disappearing suddenly, resurfacing sometimes in days, sometimes in eons.

<b>Given by:</b>	Malacath
<b>Spell Points:</b>	1500
<b>Spells:</b>	Paralysis, and vampiric touch



## Wabbajack

(1 target, save vs. magic)

Madness and chaos are the trademarks of Sheogorath. The Wabbajack embodies these same traits. Using the artifact on a creature will transform it into something else. The creature can become any one of the following monsters: rat, imp, spriggan, giant bat, grizzly bear, spider, nymph, harpy, skeletal warrior, giant, zombie, giant scorpion, iron atronach, flesh atronach, ice atronach, fire atronach, lich. The problem is the bearer has no way of controlling the transformation. He could change a giant bat into a lich, or a fire atronach into a rat.

**Given by:** Sheogorath

**Spell Points:** 1500

**Spells:** None

## Warlock's Ring

(caster only)

The Warlock's Ring of the ArchMage Syrabane is one of the most popular relics of myth and fable. In Tamriel's ancient history, Syrabane saved all of the continent by judicious use of his Ring, and ever since, it has helped adventurers with less lofty goals. It is best known for its ability to reflect spells cast at its wearer and to improve his or her speed and health, though it may have additional powers. No adventurer can wear the Warlock's Ring for long, for it is said the Ring is Syrabane's alone to command.

**Given by:** Fighters Guild quest

**Spell Points:** 1500

**Spells:** Shalidor's mirror, heal, and feet of Notorgo

# Weaponry

Weapon Name	Base Cost	Hit Points	Hands Needed
Staff	5	300	2
Dagger	1	50	1
Short Sword	5	300	1
Broad Sword	10	600	1
Saber	12	700	1
Long Sword	15	800	1
Claymore	30	1400	2
Tanto	3	50	1
Wakazashi	8	200	1
Katana	25	600	1
Dai-katana	50	800	2
Mace	10	800	1
Flail	15	1000	2
Warhammer	20	1600	2
War Axe	12	800	2
Battle Axe	20	1200	2
Short Bow	10	50	2
Long Bow	20	100	2

# Armor

Armor	Weight	Hit Points	Base Price	Magic Points
Cuirass	50	4096	100	400
Gauntlets	5	2048	50	400
Greaves	10	3072	80	50
Left pauldron	8	2048	60	40
Right pauldron	8	2048	60	40
Helm	10	2560	80	900
Boots	8	2560	50	175
Buckler	8	512	10	500
Round shield	18	1280	20	650
Kite shield	30	2048	30	100
Tower shield	50	2560	50	150



# Repair

Repair is an instant function. The price and time are calculated for all items in the right hand column. If you accept, the items are removed and placed with the shop. If you refuse, the items are returned to where they came from (PC's figure or inventory). The repair time for each item is printed in the corner of the icon. Price is the sum of individual prices.

## Formulas for Repair:

$$\text{max\_repair} = \text{longest\_time} + 50\% \text{ of all other times}$$

$$\text{time\_factor} = \text{max\_repair} / \text{longest\_time}$$

$$\text{each\_repair\_time} = \text{default\_time} * \text{time\_factor}$$

# Clothing

Apparel and costumes come in many flavors. Daggerfall's stores have all manner of dress to please even the most refined of tastes. Clothing covers the chest, waist, feet, arms, and shoulders. Everyone can wear clothing, a sign that during the time that Daggerfall takes place, decency and respectability reigned.

We felt that most players would have a fairly good idea about the weights, carrying capacity, and general worth of clothing from the name. Because of this, we will dispense with a chart covering the many articles of attire, in the hope that players can fend for themselves. Bear in mind



that clicking on the "info" button on the PC's "Inventory" screen will bring up any clothing information not readily apparent.

## Poisons and Drugs

### Ingredients and Damage

The numeric value after the Ingredients is the tabulation of all the ingredients' rarity value. The damage is that of the poison cast at 5th level, like the potions. For every two points shy of the given rarity tabulation, the poison works as if it were cast at one level less. For every two points in excess of the given rarity tabulation, the poison works as if it were cast at one level more. A poison must consist of at least two ingredients.

### Saving Throws

One must fail a saving throw versus poison to suffer the damage below. With drugs, one must pass two saving throws — one to avoid the normal repercussions of taking the drug, the other to avoid the psychedelic effects of the drugs.

#### Complete Poison Facts

Name	Ingredients	Onset Time	Damage if Not Saved	Rounds of Damage
Nux Vomica	Golden poppy, Yellow rose, Yellow berries, Yellow flowers (13)	4	-2-12 to HEA	3-10
Arsenic	Pearl, Sulphur, Mercury, Lich Dust (51)	10	-1 to END, -2 to HEA	20-1000

## Complete Poison Facts

Name	Ingredients	Onset Time	Damage if Not Saved	Rounds of Damage
Moonseed	Ginko leaves, Green Leaves, Black poppy (16)	-	-1-10 to HEA + Paralysis	1-4
Drothweed	Palm, Bamboo, Black Rose, (13)	5-10	-5-10 to STR, -1-5 to AGI, 1-5 to SPD	5-30
Somnalius	White poppy, White rose, Nymph Hair (26)	-	-10-100 to FAT	2-10
Pyrrhic Acid	Daedra Heart, Orc Blood, Dragon Scales, Red Poppy (49)	-	1-30 to HEA	1-2
Magebane	Ghost Essence, Werewolf's Blood, Ruby (37)	2	-5-15 to SP, -1-5 to WIL	5-20
Thyrwort	Small tooth, Brass, Basilisk's Eye, Mercury (30)	-	-10-20 from PER, -5-20 from WIL	1-3
Indulcet	Indulcet	2-12	-4-12 to FAT + 4-10 to LUC + special*	2-6
Sursum	Sursum	1-4	-10-30 to INT, + 5-20 to STR + special*	2
Quaesto Vil	Quaesto Vil	2-12	+5-10 to FAT, -1-4 to WIL + special*	1-4
Aegrotat	Aegrotat	-	+5-10 to SP, - 1-5 END, + special*	5-20





# Daggerfall's Glory Road

## The Complete Walkthrough

### Overture

**N**ow, what the player has especially been awaiting: the skinny, just the facts ma'am, the whole truth and nothing but, or the game unplugged. Whatever you call it, this section will provide complete analysis and exposition on how to win *Daggerfall*.

This lengthy segment contains *Daggerfall* answers from several perspectives. From the quick and dirty, to the quests solutions revealed, to the 12 momentous plot dungeons, this section lets you reference and cross-reference how to get through the game with panache, honor, and class—in triplicate.



## Scenarist Guild

Night after night, Nesmyt hallucinated. Powerful images of decadence, destruction, and wantoness interrupted any chance that the latest acolyte of the Mages Guild could peacefully sleep. Unbeknownst to Nesmyt, the Scenarist Guild existed hundreds of years before his tortured path to membership just completed a few weeks ago. Guild pecking order had changed slightly, but Nesmyt's acolyte status was so base. Sneers and disrespectful physical gestures were commonplace ever since the induction. Exactly what caused this snooty behavior was unclear. One thing did remain continuously crystalline — Nesmyt would never ascend to an important guild post or assignment until he pledged fealty to Vychamp, the Mercenary Guild's self-styled leader. The chances of this occurring was about a zillion to one, for Vychamp has emasculated Nesmyt's children in a fit of jealous rage over our hero's pristine helpmate.

Members of the Scenarist Guild are the troubadours, bards, or minstrels each belonging to a significant province or city. Here, the guild provides a guided tour of how to traverse the *Daggerfall* landscape from a physical, interactive, spiritual, and historical perspective. Here, too, the specific answers to the special riddles and puzzles are given.

Each of the 12 dungeon chapters are in this part. One neutral observer, a guild member not associated with a specific geographical entity, occasionally "translates" or keeps the others' accounts honest, so that inborn and regional biases don't mislead the game player.

The Underking has unleashed thousands of dark minions to stop you from winning *Daggerfall*. Hundreds of monsters roam Tamriel. Plan to exchange pleasantries and unpleasantries with every last one of them. Most are hostile. Achieve peace of mind with our sure-fire victory aid, the Monster Watch Grid, preceding every major game region and special caves and towers. Master what monsters come next, memorize details on their attacks and overall strength ratings. Devise a winning strategy to handle even the toughest foes.

# Narrative

## Introduction to the Region

Iliac Bay has had a lengthy and violent history, dating back long before Tiber Septim assumed the emperorship of Tamriel and brought relative order to the land. The current citystates of *Daggerfall*, Sentinel, and Wayrest have long been the seats of power in the region. Most recently, *Daggerfall* has assumed the role of the mightiest of the three- after a land disagreement with Sentinel prompted a two- year battle over nothing more than Betony, a fishing village at the edge of the Abecean Sea. The village had long been independent of either citystate, and when Lord Mogref for monetary reasons agreed to vassal himself and his village to King Lysandus and Queen Mynisera of *Daggerfall* — the King of Sentinel, Camaron, objected. On the advice of his warlords, he declared war on *Daggerfall*, claiming that Lysandus was illegally taking as vassal a village that had been rightfully Sentinel's. He cited a two hundred year old agreement.

Several members of both courts urged their sovereigns not to enter into the war. In *Daggerfall*, the court sorceress Medora (who was also the king's lover), and Nulfaga, the queen mother and a renowned mystic and necromancer herself, both foretold doom for Lysandus and *Daggerfall* if he warred with Sentinel. In the wilds outside Sentinel, King Camaron was warned against the battle by the Oracle, a blind old woman who served as an impartial court advisor. Yet neither king would budge, and the war began with a sea battle off the *Daggerfall* Bluffs. The victor was *Daggerfall*, thanks to the bravery and leadership of Lord Bridwell, the captain of the *Daggerfall* military. The next large-scale battle, north of *Daggerfall* in the Glenpoint Foothills, also went to *Daggerfall*. (It was in this battle that the Sentinel Warlord K'avar received his disfiguring injury, the result of a fireball cast by a Dark Elf mercenary nightblade.) *Daggerfall* was ebullient: but Medora and Nulfaga were even more adamant that the war must not continue. Nulfaga, who was not a particularly popular person in court anyhow, retired to her castle in the Wrothgarian Mountains, leaving Skakmat, her dragon familiar, behind to report to her.

Nulfaga's action caused Lysandus to reconsider the war, and at the notorious Treaty of Gradkeep, he met with Camaron and attempted to negotiate an end to the hostilities. The meeting initially was civil. The *Daggerfall* priest Vanech considered Betony to be the holy land of Kynareth, the goddess-protector of *Daggerfall*. Any attempts to give up the land were blasphemous to him. When the time came to sign the agreement (in which Sentinel and *Daggerfall* were to be joint lieges of Betony), Vanech substituted a fake treaty designed to cause offense to Lysandus. Lord Bridwell (according to legend) shattered the truce and its writing table with a stroke of his battle axe, and the room disrupted into chaos. Camaron, discovering the priest's treachery, pursued Vanech and slew the priest. Lord and Lady Graddock, the sovereigns of Reich Gradkeep, the site of the treaty, attempted to restore order to the chaotic room, but to no avail. Bodyguards of the monarchs and squadrons of soldiers, witnesses and participants in the truce alike, clashed in the palace.

The courtyards, ballrooms, and hallways of the palace were soaked in blood.

Lord and Lady Graddock and the heir to their throne, Lady Mara, were among the casualties as the battle raged in the streets as well as the palace of Reich Gradkeep. The town was devastated, not only from the battle itself, but from the looters who took advantage of the chaos to raid the local merchants. In time, the generals took control of their respective armies and each retired to camp- *Daggerfall* in the Ravennian Forest and Sentinel in the Yeorth Burrowland. The flowering meadowland of Cryngaine Field separated them.

## The Battle of Cryngaine Field

One week later, after each had an opportunity to send for reinforcements and plan their strategies, the armies of *Daggerfall* and Sentinel met in the Battle of Cryngaine Field. In the heat of the battle, a sudden unnatural fog spread over Cryngaine Field, blinding the combatants. The source of the fog was Skakmat, who under Nulfaga's orders was attempting to halt the battle in which Lysandus was to be slain. When the mist eventually lifted, it was discovered that an arrow had pierced Lysandus' heart, apparently fired blindly by one of Sentinel's archers.

*Daggerfall* did not waste time in mourning. Young prince Gothryd, who had shown great bravery in battle and was very popular among the troops,



was crowned King of *Daggerfall* just behind the battle lines and he ordered the army onward. Perhaps it was the sight of the brave young warrior-turned-king appearing on the battlefield in full regalia that inspired the *Daggerfall* army. Regardless, the battle quickly turned in their favor. Lord Bridwell slew King Camaron, and the Sentinelian forces panicked. Lord Oresme of Sentinel formally surrendered to *Daggerfall*, giving up all rights to Betony. He later committed suicide on the march back to Sentinel.

Peace was a difficult process for the cities and towns on both sides of Iliac Bay. As part of the formal peace treaty, King Gothryd asked for the hand of Princess Aubk-i, only daughter of the late King Camaron and Queen Akorithi. The request was intended to restore friendship between the kingdoms. And it was partially successful, though many in the royal court of Sentinel viewed the princess as more a prisoner of war than a bond to *Daggerfall*.

The only surviving member of the ruling family of Reich Gradkeep was a sickly infant, so the councilors of state appealed to Lord Auberon Flyte, a cousin of Lord Graddock to rule the town in regency. Lord Flyte was a strong, almost dictatorial ruler, which was just what Reich Gradkeep needed to restore order. The respect and gratefulness his subjects showed him was so overwhelming, that when the infant ruler-to-be died, they not only elevated Auberon from regent to ruler of the town, they agreed to rename the town in honor of his family. Reich Gradkeep became Anticlere, named after his ancestral house.

Lady Doryanna Flyte had been instrumental in her husband's success. The talent in which she exhibited brilliance was in coercing counselors and merchants alike to agree to Lord Flyte's sometimes imperious demands. But Lord Flyte was not one to acknowledge dependence — he treated Lady Flyte with the same disdain he had for all. This was to change when he contracted Guedoilig Plague from an Argonian ambassador. The once strong and healthy king became sickly and weak, and retired to his bedchamber. He refused to admit his infirmity, but had to grant Lady Flyte the power to use his seal and hold audience in his stead. She assumed the mantle of leadership eagerly, and set about replacing the elderly counselors with the type of advisors she preferred — young handsome men she could bully and tryst with. Lord Flyte could not believe that his wife could be unfaithful, so confident was he of his power over her. The Mayor of Anticlere, a middle-aged moralist, disapproved of Lady Flyte, but feared the repercussions of telling Lord Flyte, even when he



began hearing rumors that she was consorting with the imprisoned guildmaster of the Anticlere thieves. There were even rumors, never heard by Lord Mayor Perwright, that Lady Flyte helped the guildmaster escape almost nightly and went on midnight raids in highways surrounding Anticlere, thieving in disguise from passersby.

Wayrest had remained neutral throughout the hostilities for a number of reasons. King Eadwyre and Queen Barenziah, the joint-rulers of the city-state, had internal problems to deal with. They were elderly, had to choose an heir, and none of their possible choices were attractive to all. Princess Elysana was Eadwyre's daughter from his deceased wife, Carolyna, and though none could doubt her sweetness of temper, many doubted her intelligence. Prince Helseth, son of Barenziah and her late husband, Symmachus, was nearly the opposite, rather rash and ugly in his temperament but certainly capable, though many resented the idea of a dark elf presiding over a Breton kingdom. Princess Morgiah, Helseth's sister, was not truly a contender for the throne (even she denied any ambition for it), and opinion was sharply divided over her—some saw her as noble-minded and supportive of her brother and the kingdom, while others had precisely the opposite view.

Eadwyre and Barenziah were also concerned about the threat of the orcs to the north of Wayrest and the pirates in the Iliac Bay. They were unwilling to send any soldiers to fight in the Betony War, leaving Wayrest itself undefended. They were, after all, above worrying about who held liege over Betony, as any who wished to enter the Bjoulsae River for trade had to pay tax to them. But the orcs to the north, under King Gortworg, were trying to annex the area as the ninth province of Tamriel, Orsinium, and willing to destroy any who opposed them. The pirates had become more troublesome of late, but this ended immediately after the Betony War. The island of Balfiera, which had been their haven, was immediately declared haunted because Medora, prior to the battle of Cryngaine Field, had retired to her castle there to wait for Lysandus' return. Queen Mynisera, discovering her affair with Lysandus, had banished her from court. Medora had attempted to conjure Lysandus' spirit, but had been unsuccessful. Trying greater and greater conjurations, she had succeeded in resurrecting the dead all over the island, but her lover was still lost to her.

The cause for Medora's distress was apparent to the court of *Daggerfall*. Lysandus had come back as a spectre and was screaming

from the court to the streets of *Daggerfall* for revenge. He brought with him a host of devils that plagued the citizens and nobility. The bravest of the guardsmen attempted to attack these devils, and their souls soon joined the unholy army. King Gothryd went from being an extremely popular king to a distrusted one, as rumors began that he may have killed his own father in the chaos of the Battle of Cryngaine Field. Mynisera, now the Queen-Mother, was also considered a suspect — some even suspected that she was in love with Lord Bridwell (which was true) and had conspired with him to assassinate the king.

## The Real Story

The real story is that when Medora was banished from court, Lysandus decided that he'd rather spend the rest of his life with her in anonymity than reign as king of *Daggerfall* (he never was particularly ambitious). He made a deal with his son, Gothryd, who wanted his father to be happy. An impersonator would ride into the battle dressed in the royal battle armor and would feign death. This impersonator is an impoverished nobleman from just outside Wayrest, who was allied with Lord Woodborne, the commander of the Wayrest military. Just before the battle of Cryngaine Field, a group from Wayrest, led by the commander, arrived at the *Daggerfall* camp and left after two hours of discussion. The noble put on the king's armor, and the king donned the noble's robes. Woodborne then lead the king off before the battle to Tamarilyne Point to join his beloved Medora on the isle of Balfiera.

The battle goes as planned. When the fog arrives, Gothryd shoots the noble impersonating his father and kills him. When the fog lifts, the "king" is found and carried to the Royal Healer and Gothryd. The full royal funeral is held for the impersonator in the royal suit of armor.

Along the way to Tamarilyne Point, the real Lysandus and Woodborne are discussing the king's retirement. Woodborne is enormously ambitious and hopes that his romance with Princess Elysana will make him the new king of Wayrest. If Prince Helseth takes the throne, Woodborne is planning on opposing him by any means necessary. He had tried months before to get Lysandus' word that *Daggerfall* would assist him, but was rebuffed. The Minat orcs, one of the more powerful tribes, had agreed to ally themselves with him- provided he

helped them in their claims to start Orsinium. Woodborne asks Lysandus what he would do if he gets bored at Balfiera Isle, and Lysandus says he'd sneak back to *Daggerfall* and give Gothryd advice. A member of the Minat orcs meets the troop, and Woodborne tells Lysandus that it is an emergency and follows the orc, taking one advisor (someone who doesn't like him and doesn't speak orcish) with him as an alibi. The rest of the troop takes Lysandus off to the Point. Woodborne tells the orc chieftain, Gortworg, to send a group to kill Lysandus. They meet Lysandus at the point, massacre the troops who are caught unaware, as they think the Minat orcs are their friends. The orcs sink all the ships and put Lysandus' body in a silver casket in a catacomb near Tamarilne Point so Woodborne can produce it if Gothryd proves to be as uncooperative as his father.

Irony: a blessing is placed on the suit of armor before it is ceremonially cremated, giving the king eternal rest and stopping the curse. Medora would have done the same if Lysandus had been with her when he died. The orcs were not so nice. They hacked him up - no blessing given.

## Enter the PC

The PC has been sent to *Daggerfall* at the request of the Emperor, who is concerned about the events in *Daggerfall*. King Lysandus had been a great ally of the Emperor's, a loyalist to the Empire in an area where few kingdoms thought of a higher authority than their own. The Emperor gives the PC two quests: to liberate the soul of the king, as the Emperor cannot bear that his old friend is in torment, and to find a letter from the Emperor to the queen. The specific contents of the letter are unimportant, only some old reminiscences that the Emperor feels would be an embarrassment if they passed to strangers' hands.

The truth is that the letter was to be given by the Emperor to Lady Brisienna Magnessen, sister of the Great Knight of the Blades. She is in disguise at the court of *Daggerfall* as one of the witches of Popudax, Medora's sorcerer replacement. The Blades are a group of knights who work surreptitiously for the good of the empire all over Tamriel. Their goal is to repair the great iron golem, Numidium, which forcibly pulled



the empire together hundreds of years before under the rule of Tiber Septim. The Blades have been joining together the pieces of Numidium ever since it was shattered by the Underking. They have in their hands the Totem, an artifact capable of controlling Numidium. Only one piece remained to energize the golem- the Mantella, the great engine that is the heart of Numidium. The king's mother, Nulfaga, had discovered the location of the Mantella in her astral travels, and informed the Emperor that she would give the location if he would guarantee that by recreating Numidium he would not destroy any of her son's power. The Emperor doesn't like to be strong-armed, so he sends a letter by priest to Brisienna (though officially addressed to Mynisera — a special seal on the envelope was to tip Brisienna that the letter was actually for her.) (He doesn't want to send her a magic message out of fear that Nulfaga would discover it.) He puts whatever pressure necessary to get Nulfaga to tell him the location of the Mantella. The priest is delayed in the war, and delivers the letter not to the old queen Mynisera, but to the new queen Aubk-i. The new queen's lady-in-waiting is, of course, not Brisienna. Instead, the letter passes on to Aubk-i. Queen Aubk-i reads the letter, realizes that it was meant for Mynisera (which of course is wrong, it was meant for Brisienna), and becomes very nervous about her mother-in-law and the Emperor. She files the letter away. Brisienna has meanwhile left the Queen-Mother's service and is now working for Popudax and has no clue about the events. Aubk-i cannot trust anyone, especially if she learns that Mynisera was (maybe is) sleeping with Lord Bridwell. She certainly isn't going to trust the PC. The lady-in-waiting, noticing that Aubk-i was rattled by a recent letter, reads it, and sells the information (which she does not really understand except that it is important) to the highest bidder. This turns out to be Gortworg, who wants all the dirt he can get on all the royal families of High Rock. He has no idea what the Mantella is and consults the King of Worms, leader of the Necromancers.

Nulfaga is the only one who knows where the Mantella is. And Gortworg, the King of Worms, and the Emperor all know that she knows. The Underking is in a tomb in High Rock, still recovering from using up all his energy to blow up Numidium hundreds of years before. He's getting stronger, but not quite mobile yet. In order to get the Mantella to someone, you have to get its location from Nulfaga, who is loopy. To cure her madness, you must lay Lysandus to rest. To do that,



you have kill the man responsible for his death (Woodborne, in his heavily defended fortress) and perform a ceremony at the spot where he was killed, over at least one of his bones. (Obviously you have to figure out the whole convoluted mess to do that and to know that there are bones to bless). The Totem disappears from the Blades and pops around from group to group during the course of the game. The forces close in. Once the Mantella is activated, its power races across the bay, bringing the Underking totally to life.

## The Six Endings

If you activate Numidium, and hold the Totem, Numidium will crush you dead, go on a rampage and be destroyed by the forces of the Empire, the local kings, the Underking, and the orcs. If the Underking is given the Mantella, the animation shows him grasping the gem and sucking all of its energy out, giving himself death at last, and in fact creating an anti-magic zone in a several mile radius around that area. If Gortworg wins, the animation shows Numidium defeating the forces of the Empire and the kings of the Bay before the Underking arrives on the scene — destroying it and himself. Nevertheless, the result is the rise of Orsinium and the further crumbling of the Empire. If the Blades win, Numidium will be created, and defeat the forces of the orcs and the kings of the Bay, uniting the provinces of Tamriel under the Emperor. Nothing much changes in High Rock and Hammerfell — except they're no longer called High Rock and Hammerfell, they're all Tamriel. If one of the kings of the Bay win, all the other forces are defeated by Numidium, before the Underking destroys the golem and himself, with pretty much the same result as Gortworg's victory for Tamriel, except there is no Orsinium. If the King of Worms wins, he will use the power of the Mantella to make himself a god.

# Quick and Dirty Solution

## Introduction

In ages long gone, Tiber Septim forged an empire. The Septim Dynasty has ruled for nearly 400 years, expanding upon Tiber's

conquests until the empire encompassed all of Tamriel. So what does this have to do with the story of *Daggerfall*? It is at the very heart and soul of it.

*Daggerfall* opens with an imperial audience with the Emperor. This is no ordinary meeting, but rather one that takes place in the dead of night, with only his seneschal as witness. The Emperor is sending you on a special mission of monumental importance. The ghost of King Lysandus is haunting the city of *Daggerfall*. It is your job to find out why, and—if possible—to exorcize the spirit. The secondary element of the mission is to discover why *Daggerfall's* queen did not respond to the Emperor's recent letter. However, finding the letter is not as important as solving the mystery of King Lysandus' ghost.

King Lysandus ruled from *Daggerfall*, the jewel of the Iliac Bay. Although just one fiefdom of many in High Rock, it is of key importance because it controls access to the bay. In the battle of Betony, *Daggerfall* forces skirmished with those from Sentinel of Hammerfell. King Lysandus fell in the final battle, dying on the field at Cryngaine. *Daggerfall* carried the day and Betony became a vassal state. Shortly afterward, Lysandus' spirit was seen haunting the streets of *Daggerfall* at night, crying out for vengeance. Against whom or what the spirit seeks retaliation is unknown.

## Main Characters

There are many principal characters in the story of *Daggerfall*. Below is a listing of all those who play a part, no matter how small, in the main story. There are many other unique characters in the game, including various people in all of the courts, who do not play a direct role in the main story.

### *Daggerfall* Court

King Gothryd, son of Lysandus

Queen Aubk-i, daughter of Queen Akorithi

Mynisera, Dowager Queen Mother of Gothryd

Cyndassa, a maid

### Wayrest Court

King Eadwyre

Queen Barenziah

Prince Helseth

Princess Morgiah

Princess Elysana

Lord Woodborne, betrothed to Princess Elysana

### Sentinel Court

Queen Akorithi

Prince Lhotun

### Independents

Lady Brisienna, representative of the Empire

Medora, former court sorceress of *Daggerfall*

Nulfaga, sorceress and mother of Lysandus

Gortwog, Warlord King of the Orcs

The Underking, a mysterious undead creature

The King of Worms, archnecromancer

## Quest by Quest

You begin the game in the bottom of the Privateer's Hold. This small dungeon is a training ground for new players. A complete guide to the Privateer's Hold can be found in the next section. By the time you get out of the Hold, you could be a second-level character and fairly well equipped.

The main story, usually referred to as a quest, has six beginning threads. Each opens when you speak to a particular member of one of the royal families: Queen Aubk-i, Cyndassa, Prince Helseth, Princess Morgiah, Princess Elysana, and Prince Lhotun. Most of these people are in Castle Wayrest, and they do not need to be visited in any particular order. However, the quest givers need to like you at least a little bit, and you must be a minimum level to be judged fit enough to carry out their wishes. Completing a couple of random quests for these characters is enough to raise your reputation with them.

## Quest Blueprint





## Instructions from the Empire

**Starts With:** Lady Brisienna

**Dungeon:** None

**Minimum PC Level:** None

**Key Strategy:** Stay in the *Daggerfall* region for two weeks

**Story Progression:** Tells you to visit Castles *Daggerfall*, Sentinel, and Wayrest

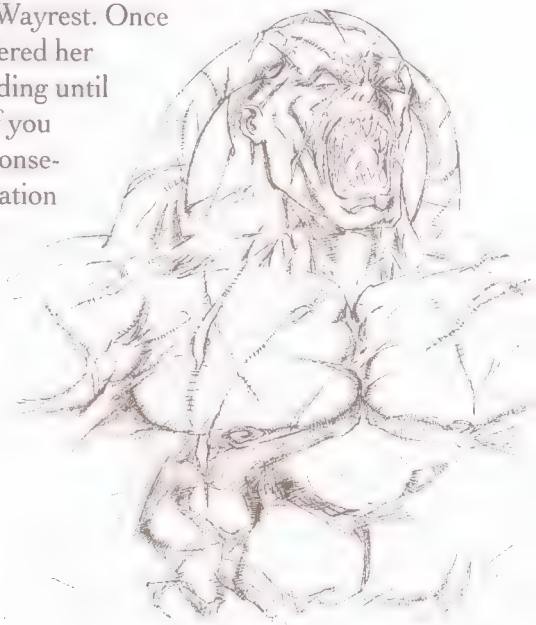
**Prerequisite Quest:** None

**Next Quest:** None

One to two weeks after you surface from Privateer's Hold, you receive a letter—provided you are in town. A single journey to the opposite side of the map using the fast travel screen takes several weeks. The first letter would be delivered when you arrive.

In her letter, Lady Brisienna identifies herself as an emissary of the Emperor. She gives you the name of a town and a tavern in the *Daggerfall* region where you are to meet with her. If you do not show up after a month, you get a second letter with a similar invitation. If you do not respond to that, she sends out a third letter telling you that basically you are on your own.

The sole purpose of this quest is to give you a little background information and to guide you toward Castles *Daggerfall*, Sentinel, and Wayrest. Once Lady Brisienna has delivered her message, she goes into hiding until much later in the story. If you fail to visit her, the only consequence is that your reputation with her and the Empire goes down a bit.



## Concern for Nulfaga

**Starts With:** Queen Aubk-i

**Dungeon:** Shedungent in the Wrothgarian Mountains

**Minimum PC Level:** 3

**Key Strategy:** Click on Nulfaga and get back to Aubk-i

**Story Progression:** Gives you the location of Nulfaga, and a shortcut to reach her again

**Prerequisite Quest:** None

**Next Quest:** Mynisera's Letters

The queen's quest is a simple one. She is concerned about Gothryd's grandmother, Nulfaga the sorceress. Since the death of her son, Lysandus, Nulfaga has shut herself away in her stronghold of Shedungent. Aubk-i just wants to know how the old woman is faring. When you click on her, Nulfaga will babble incoherently, making veiled references to her dead son. When you return to Aubk-i, the queen will "tsk-tsk" over Nulfaga's mental instability. Later, Aubk-i will send you a letter inviting you to perform another quest for her.

## The Beast

**Starts With:** Cyndassa

**Dungeon:** Random in *Daggerfall*

**Minimum PC Level:** 5

**Key Strategy:** Have a silver weapon ready, don't let the werewolf bite you!

**Story Progression:** Gives a clue about the Emperor's letter

**Prerequisite Quest:** None

**Next Quest:** The Emperor's Courier

Cyndassa wants you to kill a werewolf. She won't say why at first. When you kill it, the human body left behind resembles Cyndassa. Upon returning to her, she reveals that the werewolf was her brother. She only wanted to put him out of his misery and prevent him from killing anyone else.

After successfully completing this quest, Cyndassa reveals that Aubk-i got the Emperor's letter—even though it was addressed to Mynisera. Armed with this information, you can now speak with Mynisera and get her quest.

## Elysana's Robe

**Starts With:** Princess Elysana

**Dungeon:** None, Lord Castellian's castle in Wayrest (a random palace)

**Minimum PC Level:** 6

**Key Strategy:** Don't put on the cloak!

**Story Progression:** Learn the Totem exists

**Prerequisite Quest:** None

**Next Quest:** None

Princess Elysana seems like a wholesome and sweet girl who wants to give a robe to a suitor, Lord Castellian. She asks you to deliver the garment. She is feeling so kindly that she has enchanted the robe to summon seven daedra seducers to attack whoever is wearing it — making you an accessory to murder. Lord Castellian's men will not feel kindly toward you after the daedra appear, and they will continue to attack you for a while after you leave his palace.

This quest does not progress the main plot, other than to mention that the Totem exists and that King Eadwyre is anxious to get it. However, it serves to reveal Princess Elysana as someone not to be trusted. Later on, she offers you another quest that turns out to be a trap.

## Morgiah's Wedding

**Starts With:** Princess Morgiah

**Dungeon:** Scourg Barrow in the Dragontail Mountains

**Minimum PC Level:** 3

**Key Strategy:** Read the letters

**Story Progression:** The location of the King of Worms, Gortwog has the Emperor's letter, and a clue to go through Cyndassa to get to Mynisera to get to Gortwog. Whew!

**Prerequisite Quest:** None

**Next Quest:** Soul of a Lich

Princess Morgiah asks you to deliver a letter to the necromancers, specifically to the King of Worms in Scourg Barrow. In return, she will tell you something about the Emperor's letter. Her own letter is an

agreement to give the King of Worms “her first” (no, it is not her first-born child) if he will arrange for her to be married to the King of Firsthold. He gives you a letter to give to Morgiah agreeing to the pact.

This sets up part of the story for the sequel to *Daggerfall*. Therefore, no more will be said of it. As for its implication in this story, you now know how to find the King of Worms. Visit him occasionally and get random quests. He can be a useful fellow. Morgiah tells you that only Mynisera can negotiate with Gortwog. However, Mynisera only can be approached by first getting cozy with a servant — Cyndassa.

## Blackmail

**Starts With:** Prince Helseth

**Dungeon:** None, Lord Castellian's castle in Wayrest (a random palace)

**Minimum PC Level:** 4

**Key Strategy:** Read the letters

**Story Progression:** Wayrest sent advisors to Lysandus the day he died

**Prerequisite Quest:** None

**Next Quest:** Barenziah's Book

Lord Helseth needs a letter delivered to Lord Castellian. The missive turns out to be a blackmail attempt. If you read the letter, your reputation with the nobles of Wayrest goes down and you will get attacked repeatedly by Lord Castellian's men because you know too much. But who cares? The letter is too much fun not to read. You can actually give the letter to King Eadwyre, Queen Barenziah, Princess Morgiah, Princess Elysana, or Lord Woodborne. However, only Lord Woodborne and Princess Elysana are interested. They turn around and use the letter to ruin Prince Helseth's plans for assuming the throne of Wayrest.

You learn from Helseth that Wayrest sent advisors to Lysandus at the Battle of Cryngaine Field. Orcs ambushed the advisors, but some of them got through anyway. After this quest, you get a letter from Queen Barenziah offering you another mission. You should also get the notion that the ruling family members of Wayrest are a bunch of backstabbing good-for-nothings.



## The Missing Prince

**Starts With:** Prince Lhotun

**Dungeon:** Random

**Minimum PC Level:** 5

**Key Strategy:** Wait around in Sentinel for seven days, ask for lots of rumors

**Story Progression:** Lysandus and Medora were lovers, location of Direnni Tower and Medora

**Prerequisite Quest:** None

**Next Quest:** Painting the Truth

There were once three princes in Sentinel. Now there are two. Prince Lhotun wants you to find out what happened to his older brother, Prince Arthago. The official story is that Arthago died of an unspecified illness.

After a few days, you get a letter from agents of the Underking directing you to investigate a local dungeon. There you find a goodbye letter written by the dead Prince Arthago accusing his own father of abandoning him there to die. King Camaron died years ago leaving his widow, Queen Akorithi, on the throne.

Arthago's letter actually can be given to any of five people: Prince Lhotun, Queen Aubk-i, Queen Akorithi, Prince Greklith, and Prince Whosek. The latter three, all family to Lhotun, will accuse you of trying to blackmail them. Your reputation with the court takes a major hit, as does your legal reputation. Aubk-i is grief stricken, but otherwise does nothing.

Give Lhotun the letter and he will tell you about Medora, court sorceress in *Daggerfall*, and her love affair with Lysandus. He further relates that Medora was banished to Direnni Tower on the Isle of Balfiera.

## The Emperor's Courier

**Starts With:** Mynisera, the Queen Mother

**Dungeon:** None

**Minimum PC Level:** 5

**Key Strategy:** None

**Story Progression:** None

**Prerequisite Quest:** The Beast

**Next Quest:** Orcish Emancipation

Successfully completing Cyndassa's quest allows Mynisera's quest to start. She sends you on a cross country chase to find the courier who delivered the letter. The courier claims the letter was addressed to "the Queen of *Daggerfall*," so that is who he delivered it to.

However, when the letter was written Mynisera was queen and Lysandus was king. By the time the missive arrived, Aubk-i was queen and Gothryd was king.

While you have been galavanting around the country, Mynisera learns that Princess Morgiah knows the whereabouts of the letter. Mynisera directs you to meet with Morgiah. Mynisera also drops some hints about Lysandus' body never having been recovered, and she all but accuses Wayrest of treason.

## Mynisera's Letters

**Starts With:** Queen Aubk-i

**Dungeon:** Random

**Minimum PC Level:** 3

**Key Strategy:** None

**Story Progression:** None

**Prerequisite Quest:** Concern for Nulfaga

**Next Quest:** None

Queen Aubk-i summons you for another quest. This time she is suspicious of Mynisera, the Dowager Queen Mother of Gothryd, and widow of King Lysandus. Aubk-i wants you to travel to Mynisera's private stronghold and search for papers the dowager queen has been smuggling out of Castle *Daggerfall*.

The papers turn out to be embarrassing letters and diaries of Lysandus and other family members. Although they are of no value, Aubk-i comments on Lysandus' infidelity when she reads them.

## Soul of a Lich

**Starts With:** The King of Worms

**Dungeon:** Castle Sentinel

**Minimum PC Level:** 7

**Key Strategy:** Spell protection items

**Story Progression:** True story of the Underking

**Prerequisite Quest:** Morgiah's Wedding

**Next Quest:** Totem, Totem, Who Gets the Totem?

The King of Worms has a strange way of delivering a message. He sends a zombie with a letter shortly after you attain seventh level. However, the zombie attacks you. You must kill it to get the message. After acquiring the letter, you must travel to Scourg Barrow and wade through some monsters to get to the Hall of the Necromancers.

Your quest from the King of Worms is to bring him the soul of a lich. Not just any lich — but a former prince of Sentinel whose spirit is currently haunting its dungeons. When you bring the soul back to the King of Worms, he will tell you the true nature of the Underking.

Tiber Septim did not conquer Tamriel alone. He had a trusted Battlemage Zurin Arctus. For reasons unclear to the King of Worms (although you will read about it shortly), Tiber betrayed his Battlemage. Zurin died, but his body lived on. The King of Worms, being a necromancer, seems rather nonchalant about this. After long decades of seclusion, Zurin resurfaced as the mysterious Underking.

## Barenziah's Book

**Starts With:** Queen Barenziah

**Dungeons:** Orsinium, possibly Scourg Barrow

**Minimum PC Level:** 9

**Key Strategy:** Get to Orsinium quickly

**Story Progression:** May learn Gortwog has the Emperor's letter

**Prerequisite Quest:** Blackmail

**Next Quest:** None

Everyone does silly things when they are young. Queen Barenziah only did one. However, now it is coming back to haunt her. She made

private confessions to someone about various events in her life. And that individual decided to write about them. Unfortunately, someone found a few chapters and sold them to Gortwog, Warlord of the Orcs. If the chapters were made public, they would humiliate Barenziah and the Emperor. If you want more details, undertake the quest and read the chapters yourself. Barenziah has asked you to steal the manuscript back from the Orsinium citadel.

If you take too long, the necromancers will steal the chapters from Gortwog. If this happens, Gortwog has one of his shamans perform a magical sending. The shaman tells you the manuscript is in Scourg Barrow. And Gortwog offers to pay you for its return. You now have a choice between giving the book back to Barenziah or to Gortwog. Whichever one you give it to will like you better, and the other will dislike you. In either case, the necromancers will hate you.

The better path is to get to Orsinium quickly, find the chapters, and take them to Barenziah. She will reward you with information, while Gortwog will only pay you, and you will have one less dungeon to fight through. Barenziah reveals that Gortwog himself has the Emperor's letter, although there is no point in searching Orsinium for it. She also mentions the Totem and Gortwog's ambitions to possess it.

## Painting the Truth

**Starts With:** Queen Akorithi

**Dungeons:** Wayrest

**Minimum PC Level:** 5

**Key Strategy:** None

**Story Progression:** May learn that Wayrest soldiers murdered Lysandus

**Prerequisite Quest:** The Missing Prince

**Next Quest:** The Ancient Watcher

Queen Akorithi sends you a letter asking you to attend her. She directs you on a quest to find a magical painting hidden in the depths of Castle Wayrest. The painting animates and depicts several Wayrest soldiers arguing with a *Daggerfall* soldier. One of the Wayrest men kills the *Daggerfall* man. Queen Akorithi refuses to explain this scene you.



The *Daggerfall* man is King Lysandus. In Helseth's quest, he tells you that Wayrest advisors met with Lysandus just before the battle at Cryngaine. A clever player would put these two stories together.

## Orcish Emancipation

**Starts With:** Mynisera

**Dungeons:** Orsinium

**Minimum PC Level:** 5

**Key Strategy:** None

**Story Progression:** The Totem has been found, Lord Woodborne has it

**Prerequisite Quest:** The Emperor's Courier and Morgiah's Wedding or Barenziah's Book

**Next Quest:** None

While Barenziah and Morgiah can tell you that Gortwog has the Emperor's letter, only Mynisera can make a treaty with the orc warlord. Mynisera gives you a letter promising to aid Gortwog in his fight for a free and neutral orc nation—if he will return the Emperor's letter.

Gortwog "allows" you to fight your way through Orsinium to find his letter. The letter is addressed to Mynisera, then Queen of *Daggerfall*, and it warns that the Totem of Tiber Septim has been found by Lord

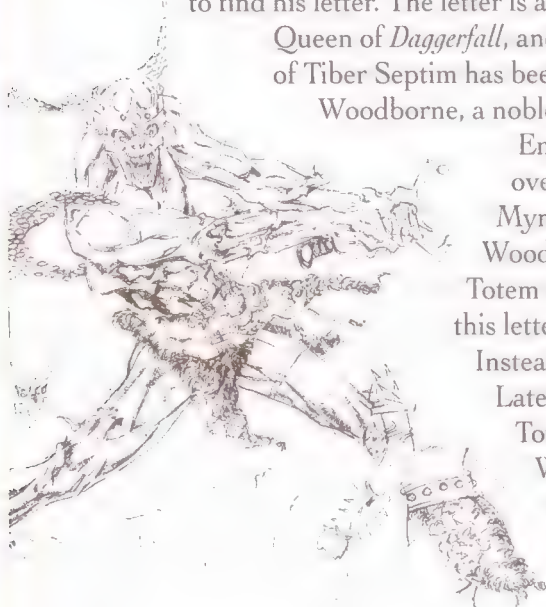
Woodborne, a noble of Wayrest. Since the

Emperor has little influence over that court, he is asking Mynisera to try to persuade Lord Woodborne to relinquish the Totem to the empire. Unfortunately, this letter never got to Mynisera.

Instead, it went to Queen Aubk-i.

Later on you will learn that the Totem was stolen from Lord Woodborne and is now in the dungeons of Castle *Daggerfall*.

Gee, I wonder how they knew he had it?



## The Ancient Watcher

**Starts With:** An agent of the Underking

**Dungeons:** Castle Llugwych

**Minimum PC Level:** 8

**Key Strategy:** None

**Story Progression:** Location of Lysandus' body

**Prerequisite Quest:** Painting the Truth

**Next Quest:** Lysandus' Revelation

The Underking is quite protective of the Blades. When he was still Tiber Septim's Battlemage, the Blades were Tiber's personal guard. Four centuries later they are loyal to the empire and its emperor, but even more loyal to the ideals and code of Tiber Septim. Though the Underking may have been betrayed by Tiber Septim, he still believes in his ideals.

The King of Worms has planted a cursed magical item in Castle Llugwych, the fortress headquarters of the Blades. The Underking's agent asks you to retrieve it and bring it to him. This will eliminate a threat to the Blades and spoil the plans of the King of Worms. The agent removes the curse and lets you keep the item as your reward. He also tells you that Lysandus was buried in a secret tomb in Menevia.

## Medora's Freedom

**Starts With:** Medora

**Dungeons:** Direnni Tower and Shedungent

**Minimum PC Level:** 8

**Key Strategy:** Be prepared for undead, particularly vampires

**Story Progression:** Free Medora

**Prerequisite Quest:** The Missing Prince

**Next Quest:** Dust of Restful Death

Hell hath no fury like a woman cuckolded. King Lysandus took his court sorceress, Medora, as a lover. Queen Mynisera looked the other way for years. Then Lysandus made plans to abandon the throne and run away with Medora. When Mynisera found out, she banished Medora to Direnni Tower and magically bound her

there. Since Mynisera is not a sorceress, rumors abound about whom she might have got to cast the spell and how much it cost her.

If you wind your way through Direnni Tower, you will find Medora in a small but comfortable room. There, she will tell you that the horn of the great unicorn can free her. Only Nulfaga, in Shedungent, has one. Since Nulfaga is insane, you will have to search Shedungent for the horn.

## Dust of Restful Death

**Starts With:** King Gortwog, Warlord of the Orcs

**Dungeons:** Random

**Minimum PC Level:** 10

**Key Strategy:** Be prepared for undead

**Story Progression:** Get dust to soothe Lysandus

**Prerequisite Quest:** Medora's Freedom

**Next Quest:** Lysandus' Revelation

This quest does not actually start with Gortwog. Medora speaks to you in a vision. She tells you that Gortwog has the Dust of Restful Death that will soothe the spirit of King Lysandus. Therefore, you have to go to Gortwog.

Gortwog reveals where the dust can be found—in a dungeon crypt nearby. However, his price for this information is Medora's support for "the heart of Tiber Septim." This is actually a reference to the Mantella. Since Medora is more concerned about Lysandus than she is about a world war in Tamriel, she will gladly agree.

The dust is wrapped in an old letter written by Gortwog. It hints that Gortwog tried to save Lysandus by ambushing the Wayrest assassins. When you bring Medora the dust, she tells you it will take a month to prepare. Go away, do some random quests, win some treasure, then come back. When you do, you'll receive another quest.

## Lysandus' Revelation

**Starts With:** Nobody

**Dungeons:** Direnni Tower and Lysandus Tomb

**Minimum PC Level:** 10

**Key Strategy:** Don't lose the dust

**Story Progression:** Get the dust to calm Lysandus' ghost

**Prerequisite Quest:** The Ancient Watcher and Dust of Restful Death

**Next Quest:** Lysandus' Revenge

This quest starts a month after the Gortwog quest. Medora has finished preparing the Dust of Restful Death, and you can pick it up. She tells you that the dust will only calm Lysandus' ghost, not exorcize it. Only Lysandus knows what will appease him and send his spirit back to Oblivion.

Medora has no idea where Lysandus' tomb is found. You have to find that out from The Ancient Watcher quest or the Elysana's Betrayal quest. Once you get to the tomb, just click on the casket. The dust is used automatically. Lysandus' ghost appears and tells you that Lord Woodborne is the assassin. The spirit only can be exorcized if Lord Woodborne is slain or suffers a massive reversal of fortune. Lysandus will mark Woodborne Hall on your map of Wayrest.

## Lysandus' Revenge

**Starts With:** Nobody

**Dungeons:** Woodborne Hall

**Minimum PC Level:** 10

**Key Strategy:** Use nondestructive spells on Woodborne first, or just go get his journal instead

**Story Progression:** Lysandus' ghost is avenged and exorcized, Nulfaga is made sane

**Prerequisite Quest:** Lysandus' Revelation

**Next Quest:** None



Nobody will prompt you to start this quest. By now you should know what you have to do. Get into Woodborne Hall and kill Lord Woodborne. Lord Woodborne looks like any other knight, so be careful. When you first strike Lord Woodborne, he casts three spells: spell reflection, shield, and heal. If you are a spell caster, hit him with all kinds of nondestructive spells first. No matter what your skills, don't waste an item use or spell on the first attack that will inflict damage. It will just get healed.

Actually, there is an alternate strategy. Lord Woodborne has a diary hidden away in his hall. Find the diary and give it to someone. Giving it to Akorithi will do nothing. She takes the book and burns it. Giving it to Aubk-i, Gothryd, or Elysana will severely lower your legal reputation and generate lots of assassins. Presenting it to Barenziah, Eadwyre, or Helseth results in the arrest and execution of Lord Woodborne. Giving it to Medora, Mynisera, or Nulfaga will cause Lord Woodborne to be slain by magic. Gortwog and the King of Worms just keep the book to blackmail Woodborne. Therefore, to complete the quest, you have to give it to one of these people: Barenziah, Eadwyre, Helseth, Medora, Mynisera, or Nulfaga.

This quest is the last in the Lysandus series. Having successfully finished it, you have completed half of the original mission given to you by the Emperor. All that is left now is the Totem series of quests.

## The Mantella Revealed

**Starts With:** Nobody

**Dungeons:** None

**Minimum PC Level:** None

**Key Strategy:** Make sure somebody important likes you by now

**Story Progression:** Learn about Numidium and the Mantella

**Prerequisite Quests:** Orcish Emancipation

**Next Quest:** None

This is not really a quest, but rather a stage of the main story. When you have completed Orcish Emancipation, somebody may send you a

letter. In fact, you may receive more than one message if several important people and groups like you. The letter tells you all about Numidium, and how Tiber Septim used this gigantic iron golem to forge his empire more than four centuries ago. He who holds the Totem controls Numidium.

If one of these people or groups really likes you, information about the Mantella might be revealed. The Mantella is a massive green gem that is the heart of Numidium. It cost Tiber Septim his own heart to create it. The Totem alone is worthless. The Mantella must be placed within Numidium's body to activate it.

## **Elysana's Betrayal**

**Starts With:** Elysana

**Dungeons:** None

**Minimum PC Level:** None

**Key Strategy:** Don't take this quest unless you do not know the location of Lysandus' Tomb

**Story Progression:** None

**Prerequisite Quests:** Orcish Emancipation

**Next Quest:** None

Princess Elysana is betrothed to Lord Woodborne. She may have even killed Lord Castellian for daring to court her and getting in the way of Woodborne's plans. She is not a nice girl. Now she comes along and asks you to escort her cousin (actually a prostitute) to an unspecified location. Supposedly someone will give you an item relevant to the Totem quest. Wake up! This is a trap! Run! If you perform this quest, there will be several attempts on your life.

The only reason to accept this quest is if you have not run the Underking quest. One of the assassins has a note with him showing you the location of Lysandus' Tomb. That is where Lord Woodborne has instructed them to dump your body.

## Totem, Totem, Who Gets the Totem?

**Starts With:** Lady Brisienna

**Dungeons:** Castle *Daggerfall*

**Minimum PC Level:** 14

**Key Strategy:** Try to make sure that most people like you first, water breathing potions/spell

**Story Progression:** Decides who will control great Numidium

**Prerequisite Quests:** Lysandus' Revenge, Soul of a Lich, and Orcish Emancipation

**Next Quest:** Journey to Aetherius

After the Lysandus' Revenge, Soul of a Lich, and Orcish Emancipation quests are completed, Lady Brisienna sends you a letter. Gothryd has stolen the Totem from Woodborne and has placed it in Castle *Daggerfall's* treasury. Gee, I wonder how he knew Woodborne had it? Brisienna asks you to get it and bring it to her.

At the same time, five other people are deciding what to do about you, the Underking, Gortwog, King Eadwyre, Queen Akorithi, and the King of Worms. If they like you, they will send you letters promising vast fortunes if you give them the Totem. If they don't like you, they will send thugs to steal the Totem once you get it out of Castle *Daggerfall*.

The Totem itself will speak to you when you pick it up. It warns you that only someone of the blood of Tiber Septim may wield it, and it lists those people as the five people above, plus King Gothryd and the Emperor, Uriel Septim. You have one year and one day to decide who you will give the Totem to. Otherwise, it will abandon you for a new owner.

Decide who should get the Totem. Basically, you are deciding which faction will win the game. Your reputation with that group will soar. A word of warning—everyone will keep their promises except King Eadwyre. He takes the Totem and sicks his guards on you. Even Gothryd will give you a small reward if you return it to him.

## Journey to Aetherius

**Starts With:** Nulfaga

**Dungeons:** Shedungent and the Mantellan Crux

**Minimum PC Level:** 14

**Key Strategy:** Have lots of levitation ability

**Story Progression:** Wins the game for your chosen faction

**Prerequisite Quest:** Totem, Totem, who gets the Totem?

**Next Quest:** None

This is the final quest in the Totem series, and most likely the end of the main storyline. Once the Totem has been given to someone, you can visit Nulfaga. Only Nulfaga can transport you to the Aetherius (an alternate dimension) where the Mantella has been hidden.

Once there, your goal is to click on the Mantella, a huge green gem. The winning animation for the holder of the Totem will play. Numidium rises to do the bidding of its new master. For all winners except the King of Worms, the Underking flies out of his crypt to reclaim his lost heart. This grants him the death that he has so desperately sought. It also destroys the great Numidium. The Totem holder does get to use Numidium long enough to translate it into incredible political power. The King of Worms uses the Mantella to make himself into a god. Thus ends the tale of Tiber Septim's Battlemage and the great Numidium.







# The Dungeons

The majority of *Daggerfall's* dungeons are built randomly. However, most of the dungeons used in the main story are custom-designed. You will see sights in these custom dungeons that exist nowhere else in the game.

There are a dozen such unique dungeons in *Daggerfall*. Each is partially described below. Ordinarily, you might expect to see complete dungeon layouts. We have one teensy weensy problem with that in *Daggerfall*. These dungeons are three-dimensional. That means that the paths wind in and around, over and under, and even through each other. There is no single view that would show the complete dungeon layout. In fact, it would take 10 times as many pictures to show the complete dungeons! This sample picture gives you an idea of how bad it can get.



## Privateer's Hold

**Monsters:** Rats, bats, thieves, skeletons and imps

**Important Characters:** You!

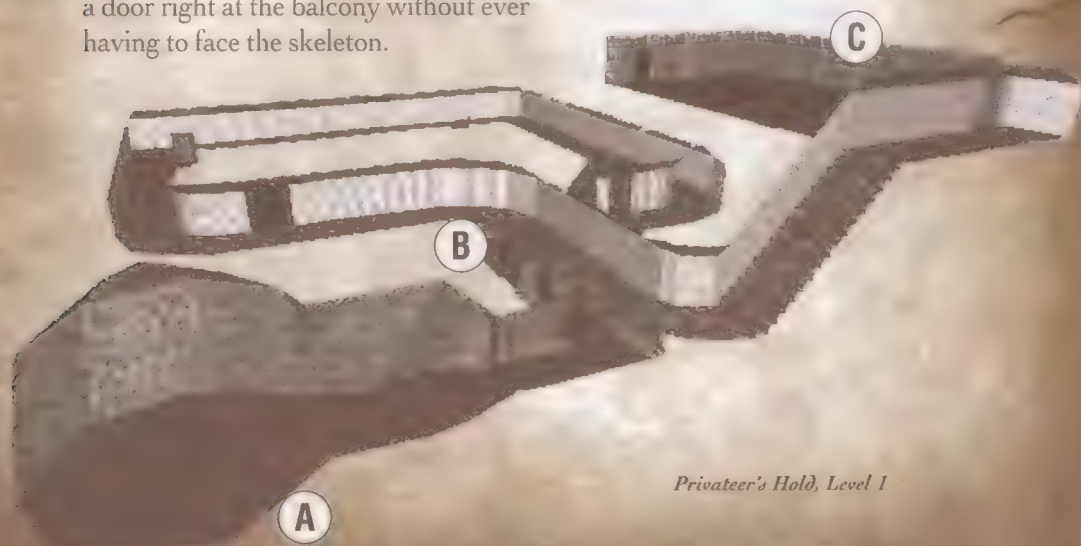
**Quests:** None, but it's the dungeon you begin the game in.

As the game opens, you have been shipwrecked and crawled into a cave. A mudslide seals your entrance to the sea. You are left with one weapon and an unexplored dungeon from which you must escape.

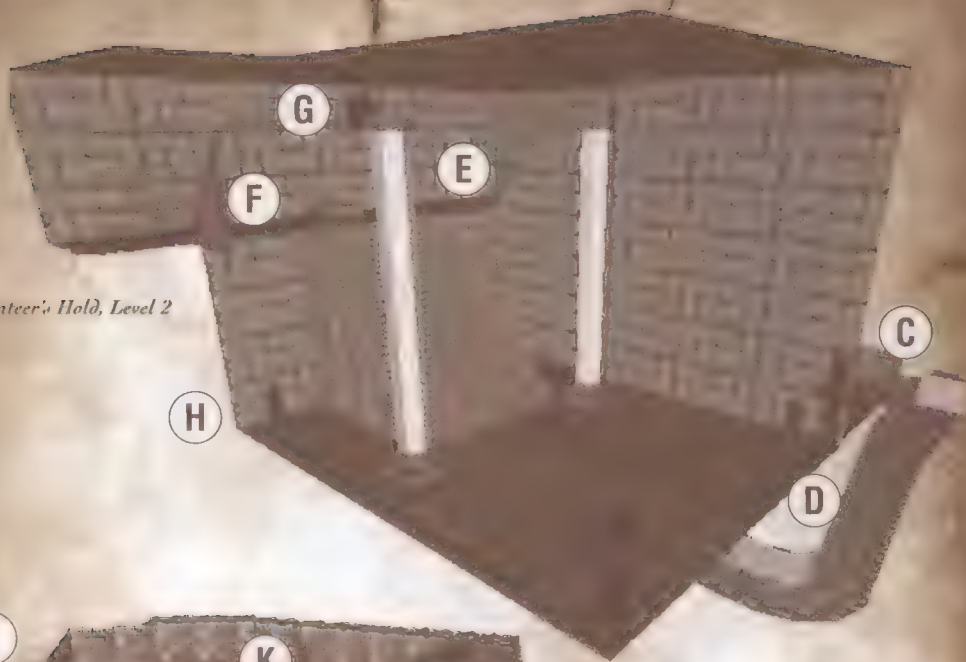
You start at the bottom of Privateer's Hold. (A) In general, just keep going up. The first room after the cave has a rat in it. (B) You can fight the creature or just run past it up the stairs. To take the quickest exit, follow the corridor around, go up the second set of stairs and into the room with the U-shaped table. (C) Keep in mind that exploring this dungeon fully can be quite profitable.

The lefthand door leads to the throne room. (D) There are two ways to go from here. These screen shots show the most exciting path—straight up the big steps. At the top is a skeleton, (E) which can be a tough opponent for many characters. Once it is disposed of, climb onto the platform and click on the lever beside it. (F) You will ride up to the balcony overhead. (G)

The alternate route is through the secret door to the left of the big staircase. (H) Just keep going straight and head up the steps. You will emerge through a door right at the balcony without ever having to face the skeleton.



*Privateer's Hold, Level 1*

*Privateer's Hold, Level 2**Privateer's Hold, Level 3*

Once on the balcony, follow the corridor up and around. (I) Enter the first door on the right. (J) This big room contains three monsters—a rat, a bat, and an imp. If you are clever, you can get the imp to kill one of the other two with a spell. If you are quick, you can race past all three and click on the gray stone exit archway (K) on the right-hand wall. Voila, you are out!



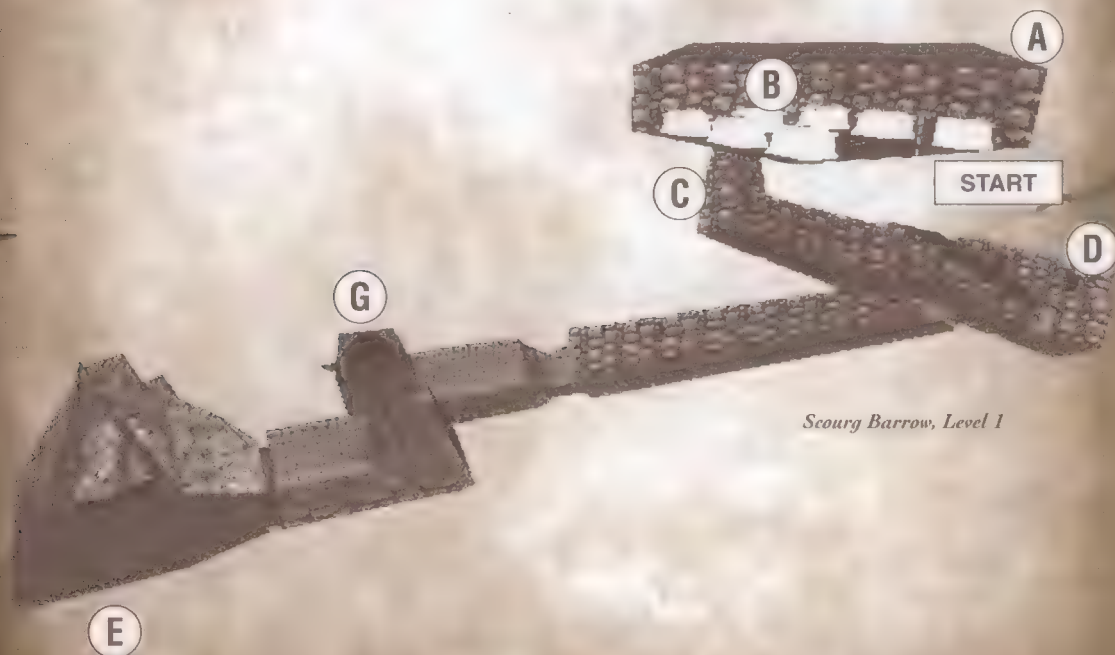
## Scourg Barrow

**Monsters:** Undead and human assassins

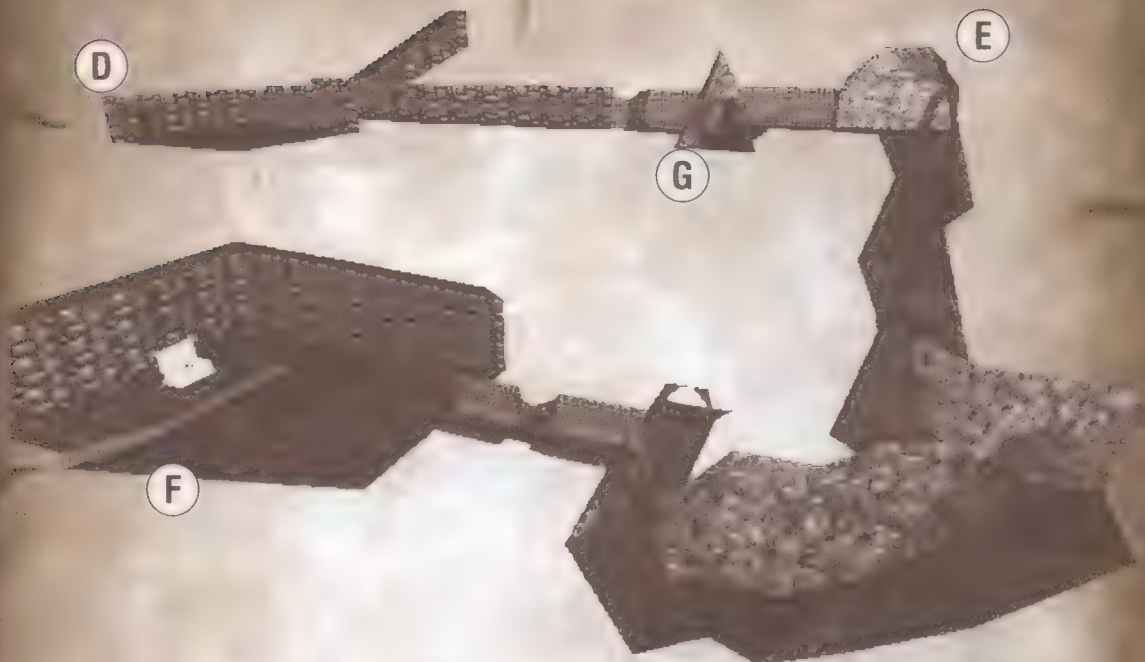
**Important Characters:** King of Worms

**Quests:** Morgiah's Wedding, maybe Barenziah's Book

Scourg Barrow is the home of the King of Worms and his necromancers. The entrance looks like an ordinary mausoleum. There are seven stone coffins in a small room, and no obvious exit. (A) The lid of each can be opened by clicking on it. Five of them are empty. The center left coffin, and the lone coffin at the end have pits leading down deeper into the dungeon. The lone coffin at the end is the false entrance, and only death and destruction can be found there. (B) The center left coffin eventually leads into the depths of Scourg Barrow. (C)



*Scourg Barrow, Level 1*



*Scourg Barrow, Level 2*

The Barrow is a simple dungeon, but is also the largest in all of *Daggerfall*. A single, large chasm runs through the middle of it. (H) The King of Worms' lair is directly below the entrance, although it will take a bit of walking to get there. (F) Morgiah's Wedding will force you to find it.

Barenziah's Book may send you exploring the farthest reaches of Scourg Barrow. The book is hidden at the far end of the chasm. Just get to the floor of it and follow the chasm until it ends. (H) You'll find a tunnel on the right blocked by a portcullis. (L) Directly across from the tunnel is a secret door in the side of the chasm. (M) This is the only one of its kind in *Daggerfall*. In the cave room behind the secret door is a wheel set into the floor and guarded by a giant. (N) Clicking on the wheel will lift the portcullis. Behind the portcullis is a shabby imitation of the King of Worms' lair. (P) This is home to a lich and his mummy servants. Barenziah's Book is on the altar.



*Scourg Barrow, Level 3*



*Scourg Barrow, Level 4*



*Scourg Barrow, Level 5*



*Scourg Barrow, Level 6*



*Scourg Barrow, Level 7*



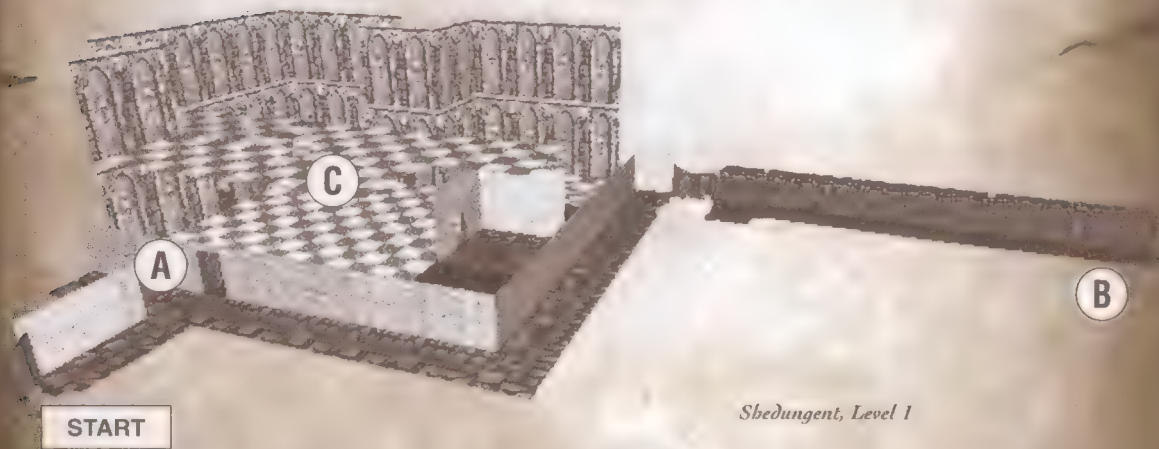
## Shedungent

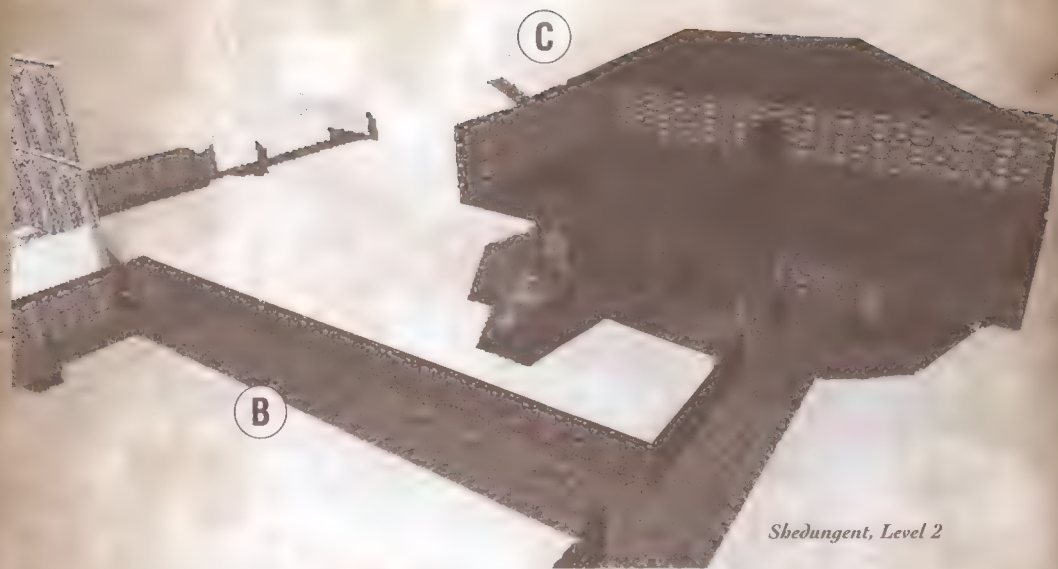
**Monsters:** Undead

**Important Characters:** Nulfaga

**Quests:** Concern for Nulfaga, Medora's Freedom, Journey to Aetherius

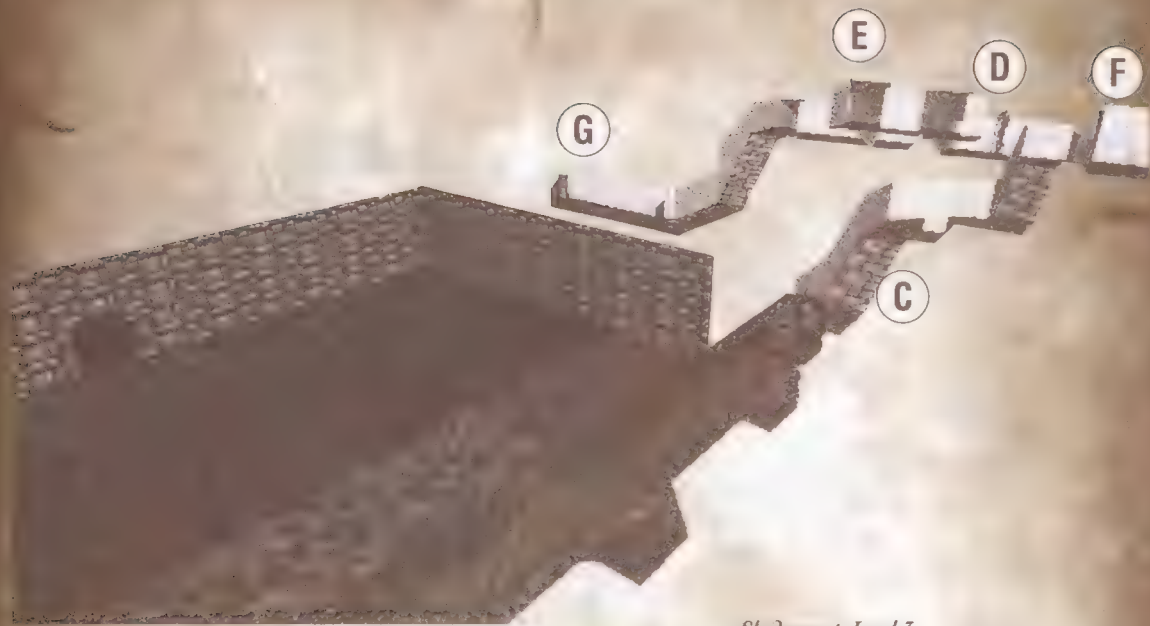
Shedungent has the distinction of being the most-used dungeon in the main story of *Daggerfall*. It is the home of Nulfaga, mother to the dead King Lysandus. In *Concern for Nulfaga*, you have to get to Nulfaga. (H) What is most frustrating is that she is right behind the door that you see when you first enter the place. However, you have to walk all the way around, through, over, and under to get to her. Or do you? While there is an easy path to reach her going to the right, there is an even easier way to get in. Next to the door you first notice is a Daggerfall banner. (A) If you click on it, it asks for the password in a melodramatic fashion. If you answer "shut up," the door will open automatically. Nulfaga herself will give you this shortcut—but only after you cure her of insanity in *Medora's Freedom*.



*Shedungent, Level 2*

Taking the right-hand path will result in a lengthy, but easy road to Nulfaga as well. Just before you get there, two portcullises—one after the other—will block your way. (D),(E) Go back to the locked door that you can see from the first portcullis. (F) Behind it is a room, guarded of course, with three levers. Pull the outer two and the portcullises will rise out of the way.

The Great Unicorn Horn is hidden in Shedungent. The fastest way to get there is through Nulfaga's audience chamber. The map picks up just on the other side of it. Follow the winding path around and up. Near the top, you'll see a dead end corridor with a connecting tunnel floating in air above it. Clicking on the torch at the base of the dead end will cause the connecting corridor to slide into place. You can now get into the upper rooms where the Great Unicorn Horn is hidden.



*Shedungent, Level 3*



*Shedungent, Level 4*



## Castle Daggersfall

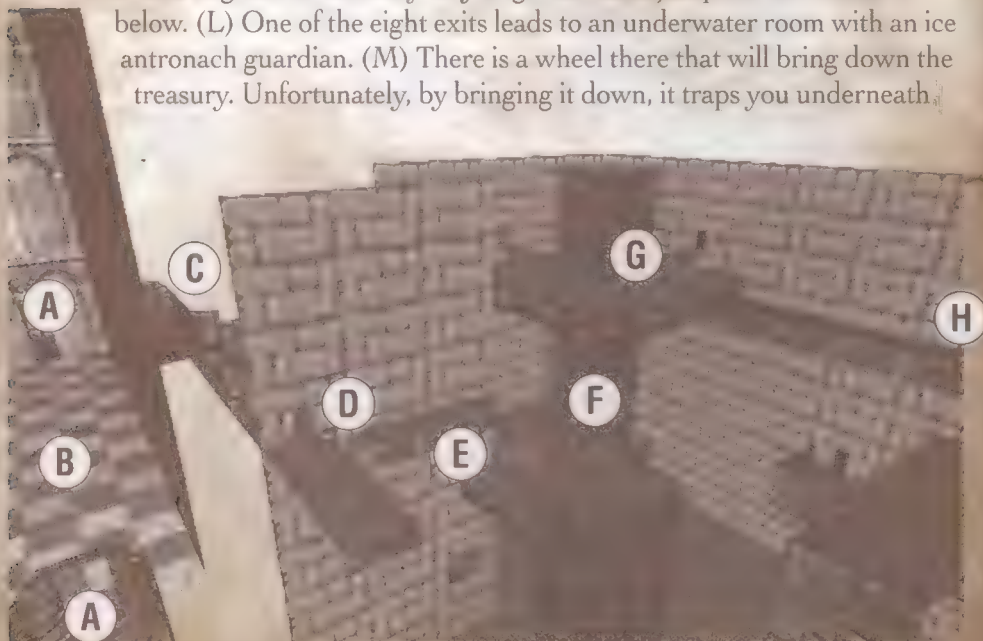
**Monsters:** Humans, particularly wizards

**Important Characters:** King Gothryd, Queen Aubk-i, and the court of Daggerfall

**Quests:** Totem, Totem, Who Gets the Totem?

The entrances to the dungeons of Castle Daggersfall are the two doors (A) to either side of Gothryd's throne. (B) In Totem, Totem, Who Gets the Totem? you need to find the treasury. There are actually two. One treasury is small, obvious, and easy to reach. The other is a longer trek away, and is huge. Guess which one you have to find? The false treasury is heavily trapped, so avoid it. The door on the left side of the throne leads most directly to the main treasury. (C) Fooling with the locks will activate the guards, so be quick.

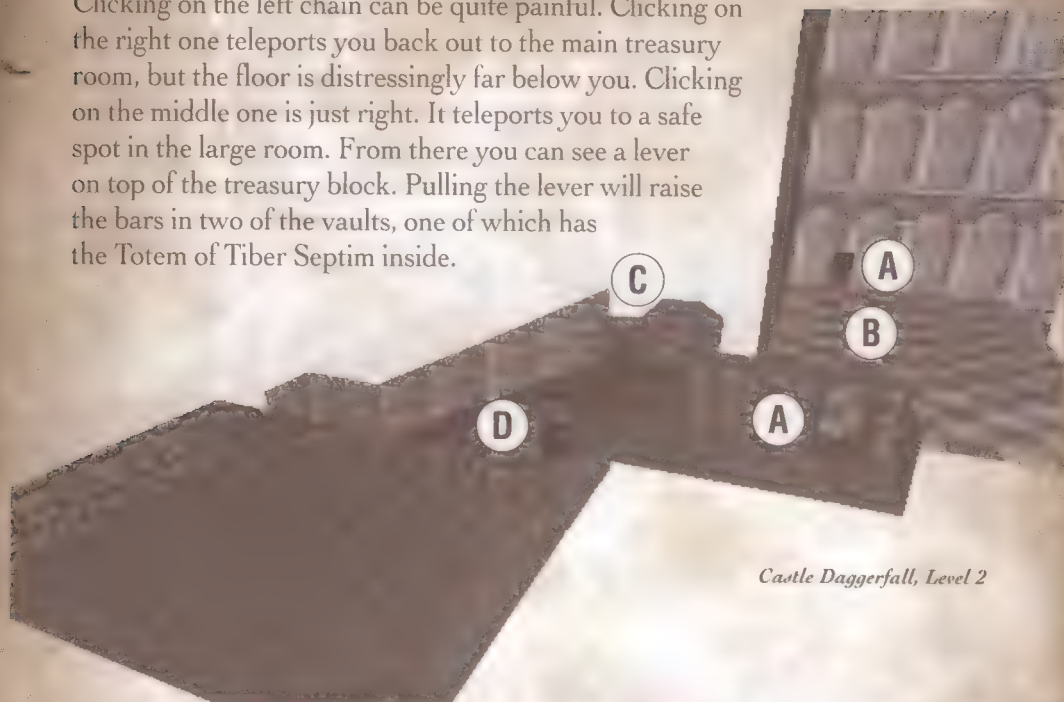
The main treasury is an elaborate trap. You will find the Totem of Tiber Septim in one of the vaults hanging from the ceiling. (K) However, you will not be able to get to it. The only way to get to it is to jump into the water below. (L) One of the eight exits leads to an underwater room with an ice antronach guardian. (M) There is a wheel there that will bring down the treasury. Unfortunately, by bringing it down, it traps you underneath.



*Castle Daggersfall, Level 1*



it. In another of the eight exits is a room with three chains. Clicking on the left chain can be quite painful. Clicking on the right one teleports you back out to the main treasury room, but the floor is distressingly far below you. Clicking on the middle one is just right. It teleports you to a safe spot in the large room. From there you can see a lever on top of the treasury block. Pulling the lever will raise the bars in two of the vaults, one of which has the Totem of Tiber Septim inside.



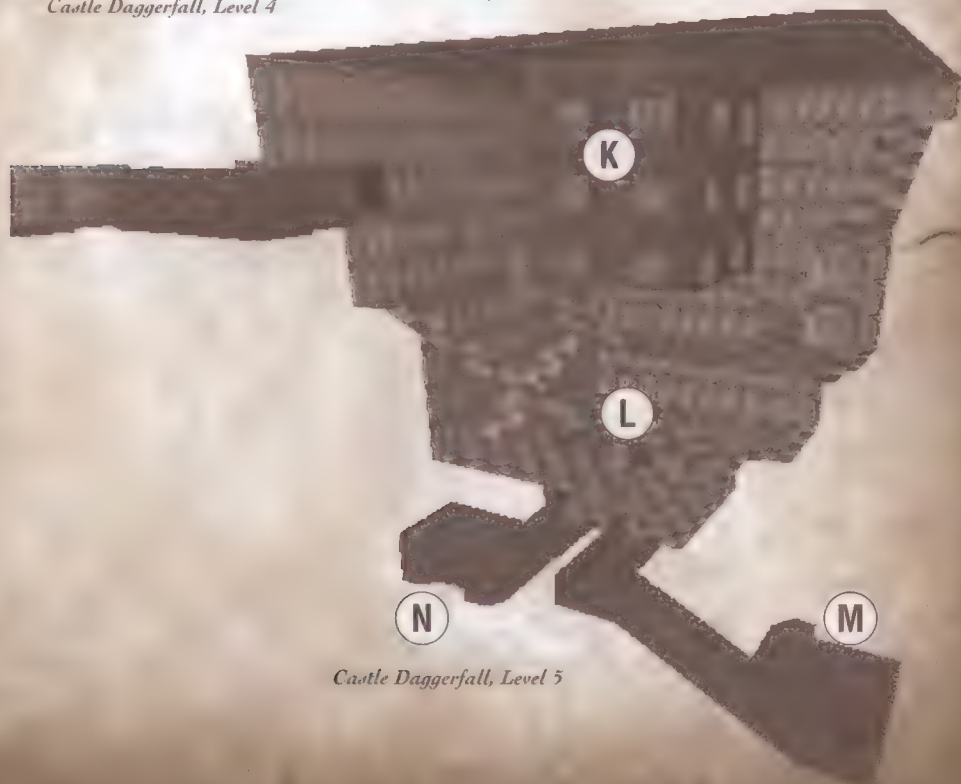
*Castle Daggerfall, Level 2*



*Castle Daggerfall, Level 3*



*Castle Daggerfall, Level 4*



*Castle Daggerfall, Level 5*

## Direnni Tower

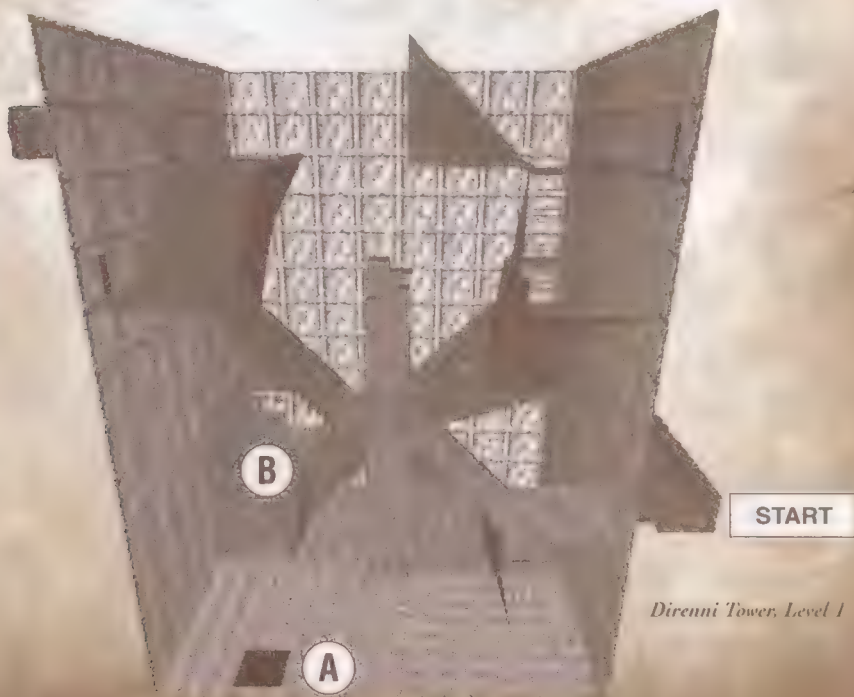
**Monsters:** Undead, particularly vampires

**Important Characters:** Medora Direnni, King Lysandus' lover

**Quests:** Medora's Freedom, Dust of Restful Death

Medora's Tower has the single largest room in all of *Daggerfall*. The tower is huge! Exploring up can be fun, but where you need to go is down. The only thing of interest here is Medora herself.

There are many ways out of the tower. However, you want to go through the trap door in the floor. (A) Unfortunately, it is locked. Dungeons being what they are, the only way to open it is at the top of the tower. Of course, where else would the trigger be? Set your sights on the stairway opposite you. (B) Climb to the top of the steps. (C) Behind the door is a room with a fireplace. (D) Mounted on the wall over the fireplace is a spoked wheel. Click on it and the trap door will open.



*Direnni Tower, Level 1*



Once under the tower, follow the path as it bends and twists. You will go through a pyramid room. (F),(G) On the opposite side of the room, climb up the steep corridor. (H) Wind your way through the mini-maze and head down the stairs. (I) You should be seeing the Direnni banner hanging on the walls.

Near the end of the dungeon, the way is blocked. In fact, it is blocked by a small maze of stone plugs. (J) There are four levers, one on each side of a support pillar, (K) which raise and lower these plugs. Pull only the levers that are opposite the Direnni banners. This will open the way to Medora's private chambers. (L)

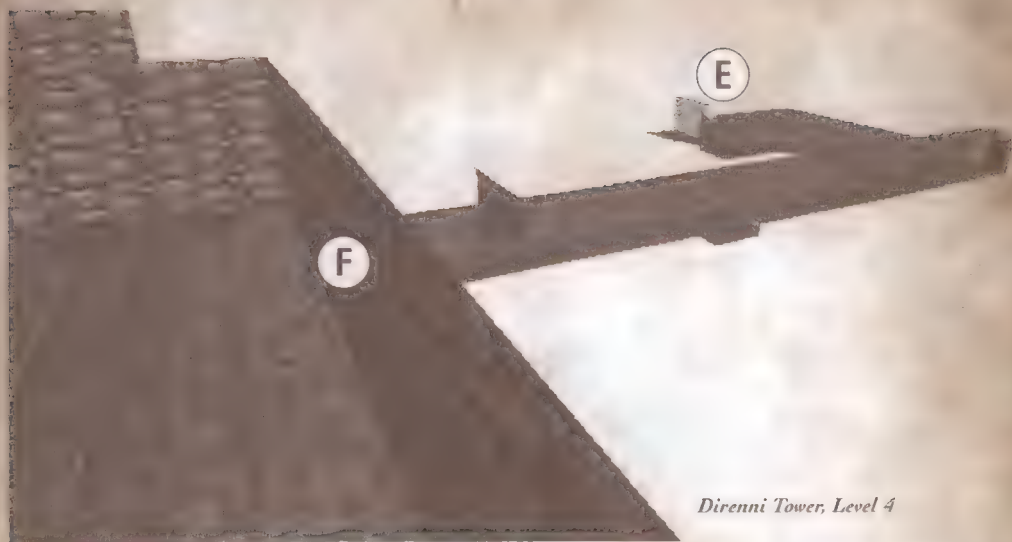


*Direnni Tower, Level 2*

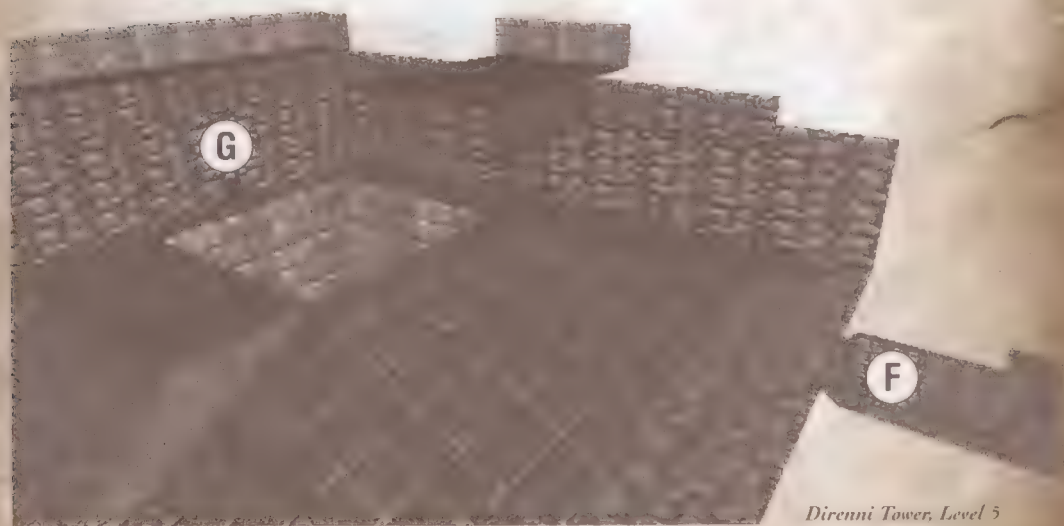


*Direnni Tower, Level 3*

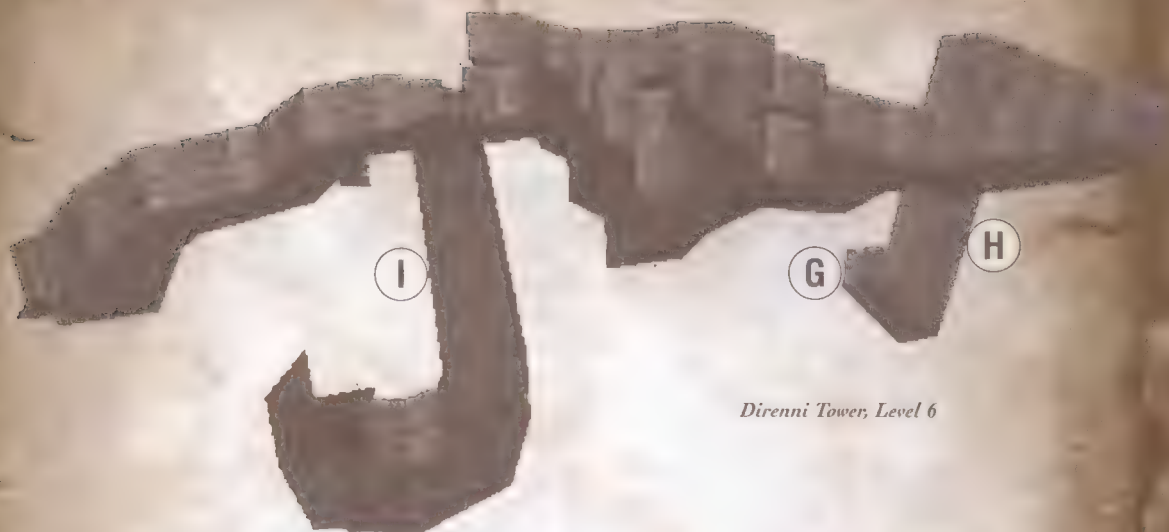




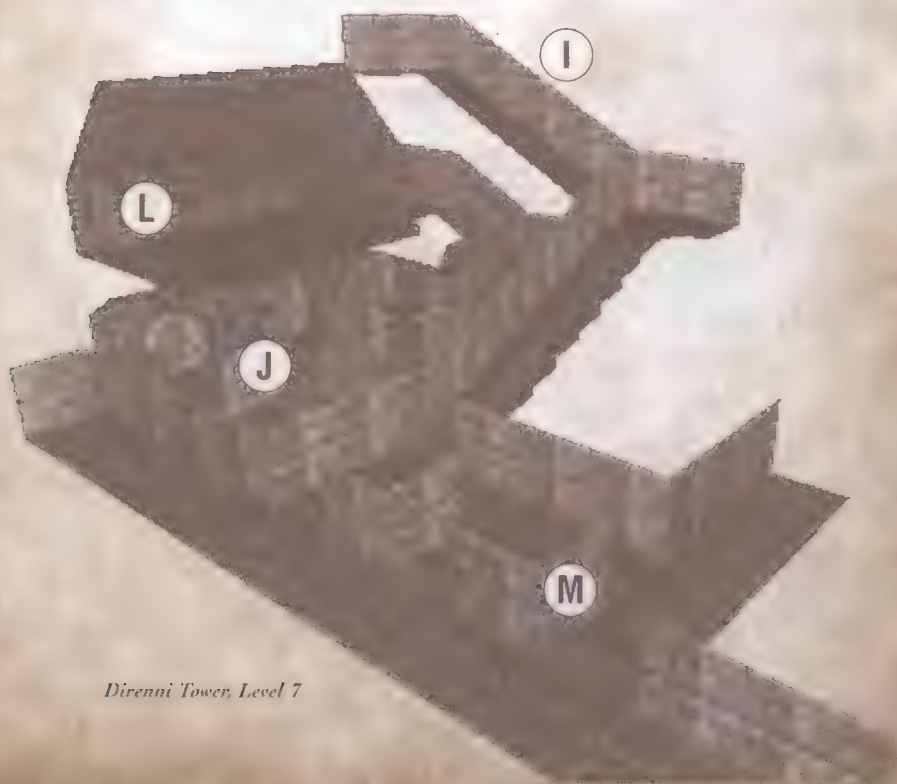
*Direnni Tower, Level 4*



*Direnni Tower, Level 5*



*Direnni Tower, Level 6*



*Direnni Tower, Level 7*

## Castle Wayrest

**Monsters:** Humans

**Important Characters:** King Gothryd, Queen Barenziah, Princess Morgiah, Prince Helseth, Princess Elysana, and the court of Wayrest

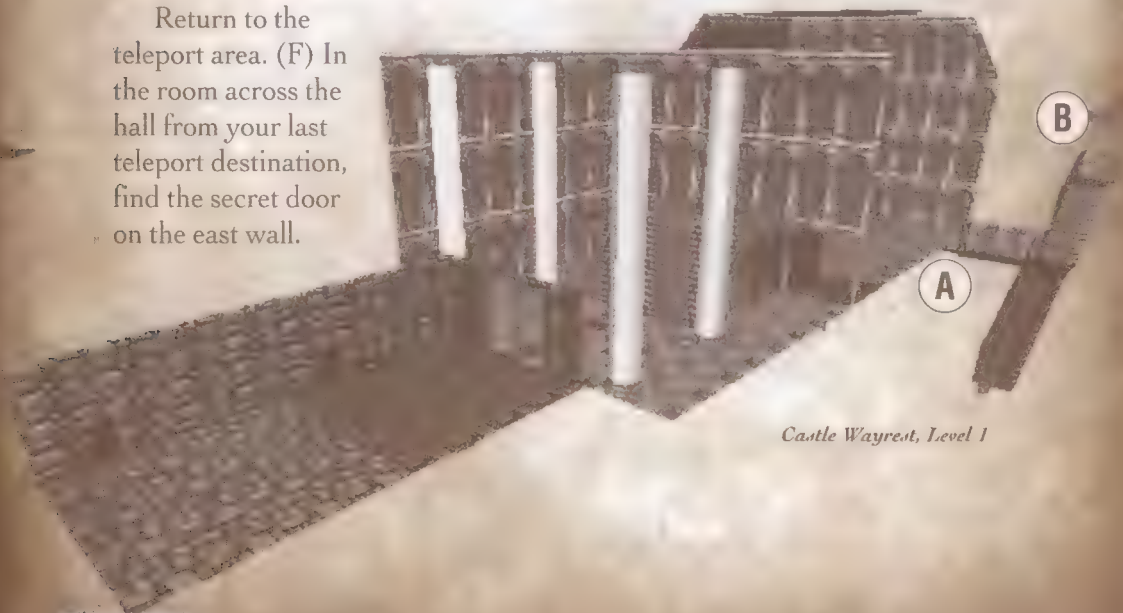
**Quests:** Painting the Truth

The dungeon of Castle Wayrest lies through the throne room. Once in the great hall beyond it, take the farthest door on the right. (A) Go up the stairs (B) and into the room. To get past this portion of the dungeon, you will need to use three teleporters. (C),(D),(E) Each is a red brick doorway – close to where the previous one exited.

After the third teleporter, follow the corridors around to the door to the west. (H) This leads to a sewer tunnel. (I) Hidden under the water is a tunnel to a smaller sewer section. Go up through the stairs (K) and through the small window. (L) You may have to try it a few times. Try crouching and jumping or crouching and climbing.

Keep moving up and up. (M) Then go down. (N) Eventually, you will reach the treasure room where the painting is kept. (P)

Return to the teleport area. (F) In the room across the hall from your last teleport destination, find the secret door on the east wall.

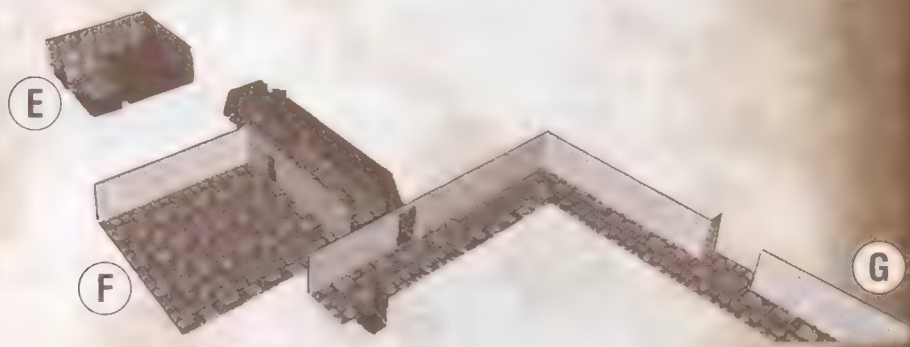


*Castle Wayrest, Level 1*

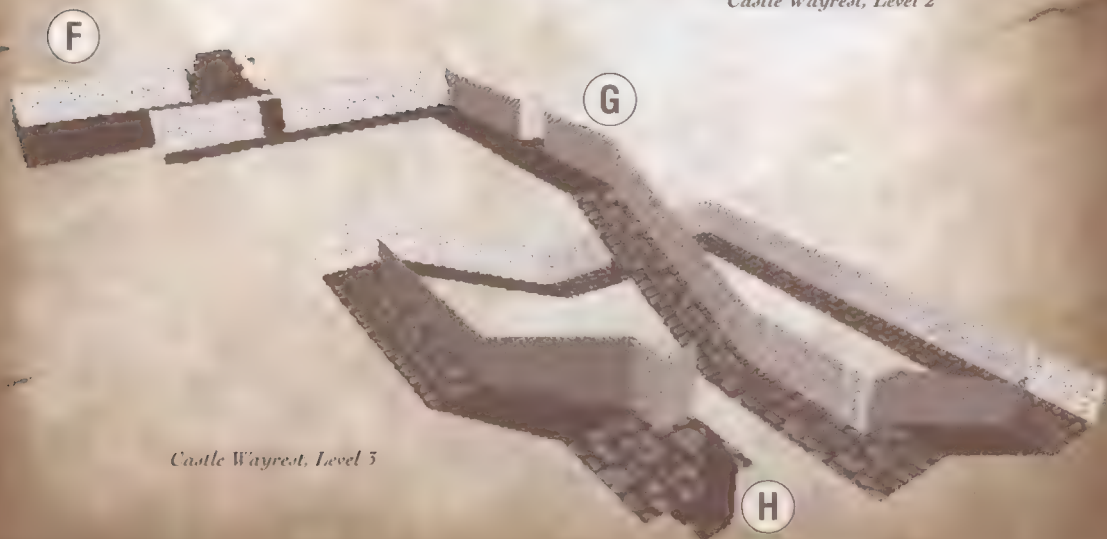
START



(R) Click on the wheel (S) you pass, which unlocks the door at the end of the secret tunnel. Pass through a room and cross a corridor to a room with a familiar brick teleport doorway, (T) which takes you to a fountain room. (U) A corridor leads down to another teleporter. (V) After teleporting, find the secret door on the south wall. (W) Wind to the right to the final teleporter, (X) which returns you near to where you first teleported. (C)

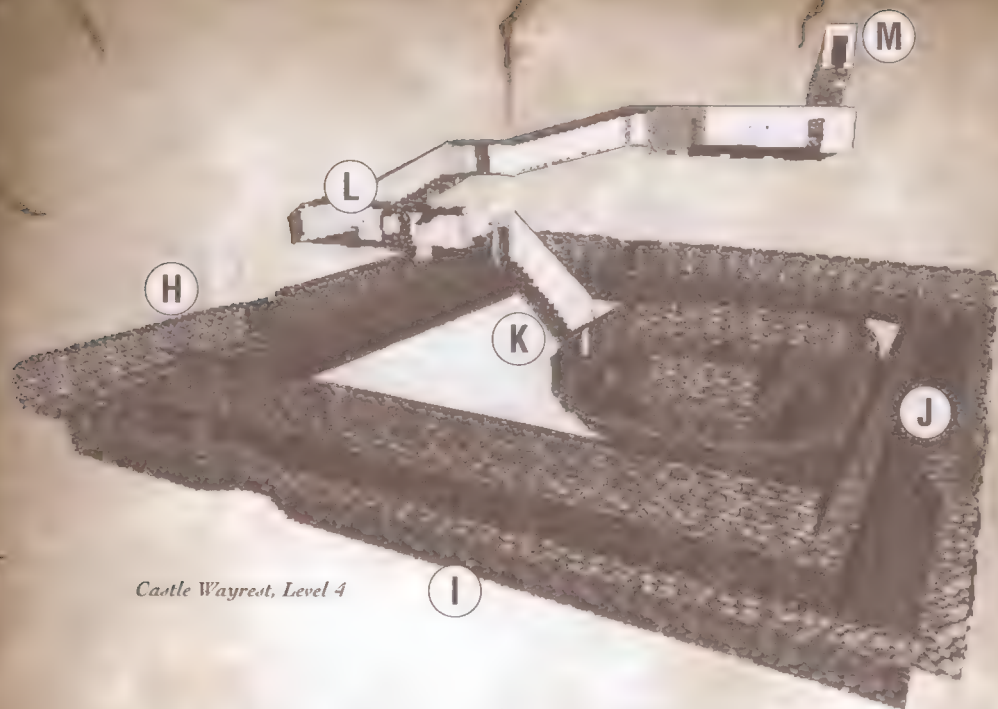


*Castle Wayrest, Level 2*

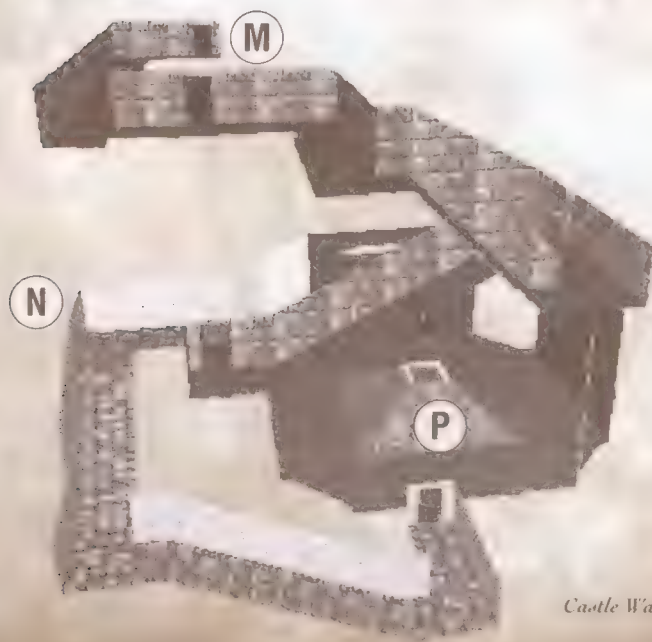


*Castle Wayrest, Level 3*





*Castle Wayrest, Level 4*



*Castle Wayrest, Level 5*



*Castle Wayrest, Level 6*

## Castle Sentinel

**Monsters:** Humans

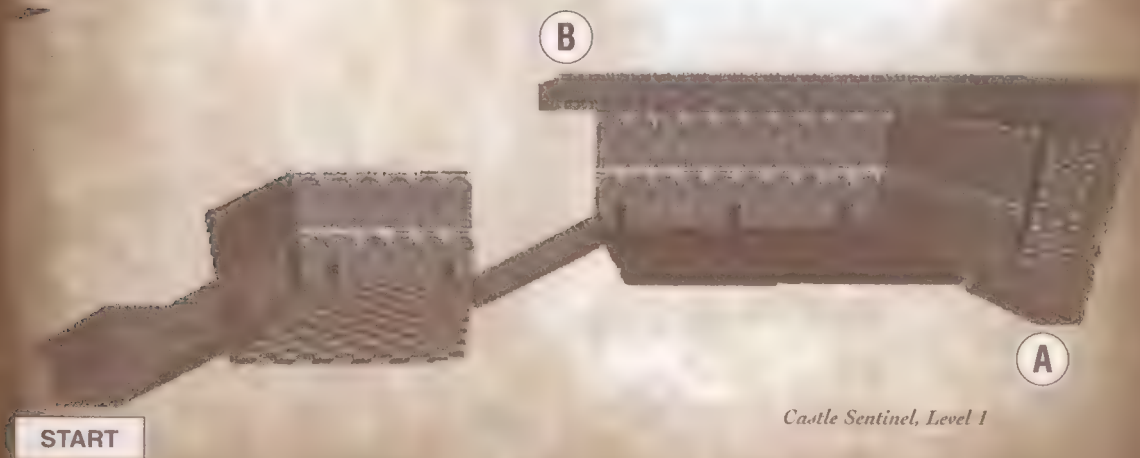
**Important Characters:** Queen Akorithi, Prince Lhotun, and the court of Sentinel

**Quests:** Soul of a Lich

Sometimes it feels like the hardest part of Castle Sentinel is getting to Queen Akorithi herself! Her throne is farther away from the castle entrance than any other ruler's throne. As you enter Castle Sentinel, a guard gives you directions to the throne. Part way there, another guard directs you yet again.

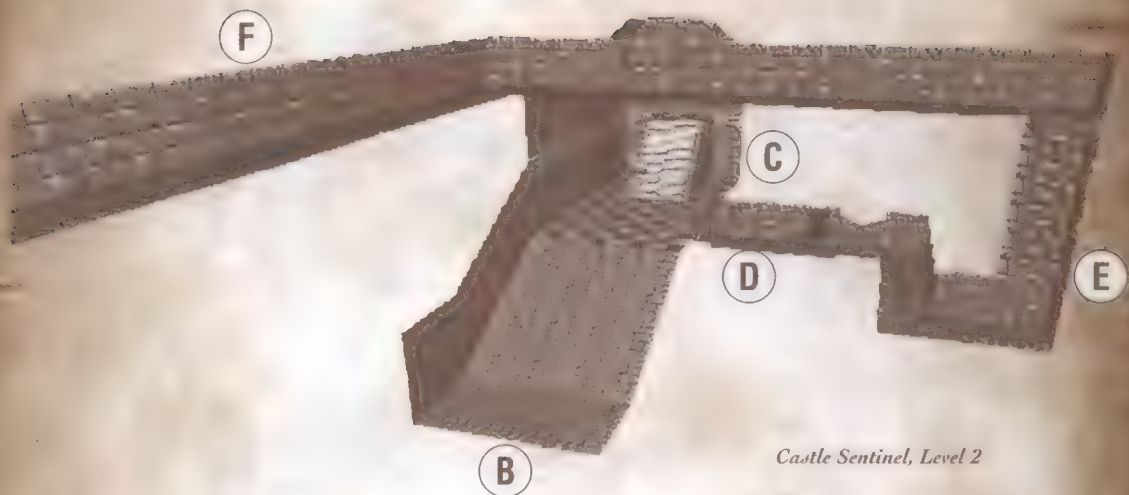
When you get to the actual throne room of Queen Akorithi, (C) you'll discover that the entrance to the dungeon is the door on the right. (D) It leads to an elevator (E) and then a long hallway. (F) The hallway corkscrews around and down. (G)

When you come to an elevator shaft, (H) ride it only to the mid-level exit. (I) Get off quickly and pull the lever in the room. (J) Then go back to the elevator and ride it all the way to the top. (K) Once up there, you will see your goal. You want to go through the doorway bordered by the banners. (L) Unfortunately, it is out of reach behind magical blue bars. To reach the lever that lifts the bars, you will have to find and pull a series of levers in exact sequence.



Castle Sentinel, Level 1



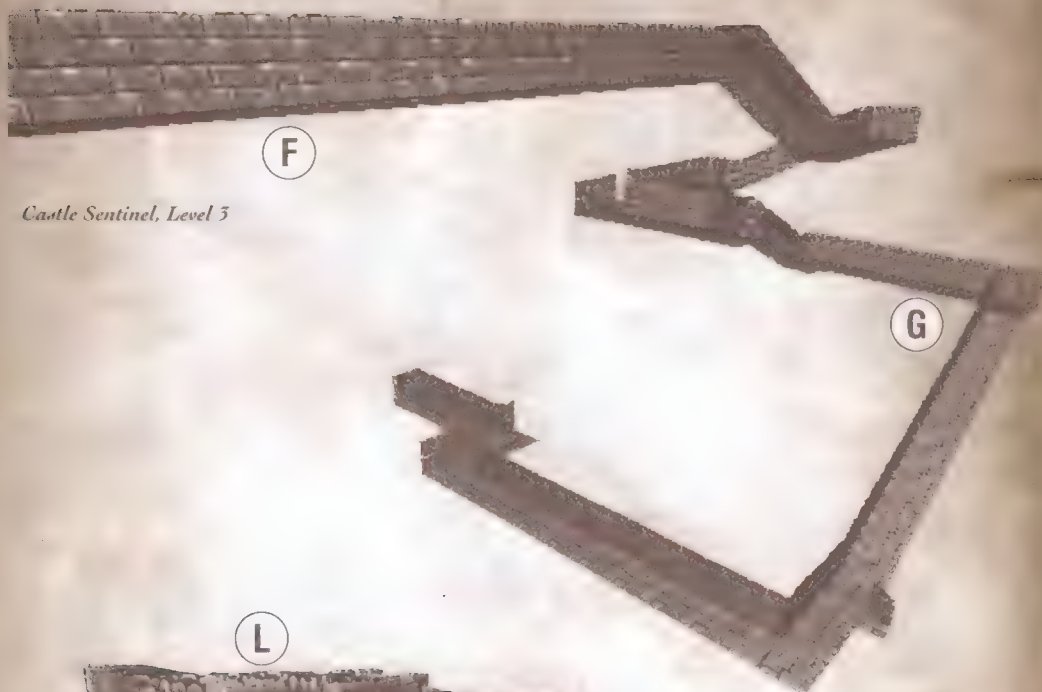


*Castle Sentinel, Level 2*

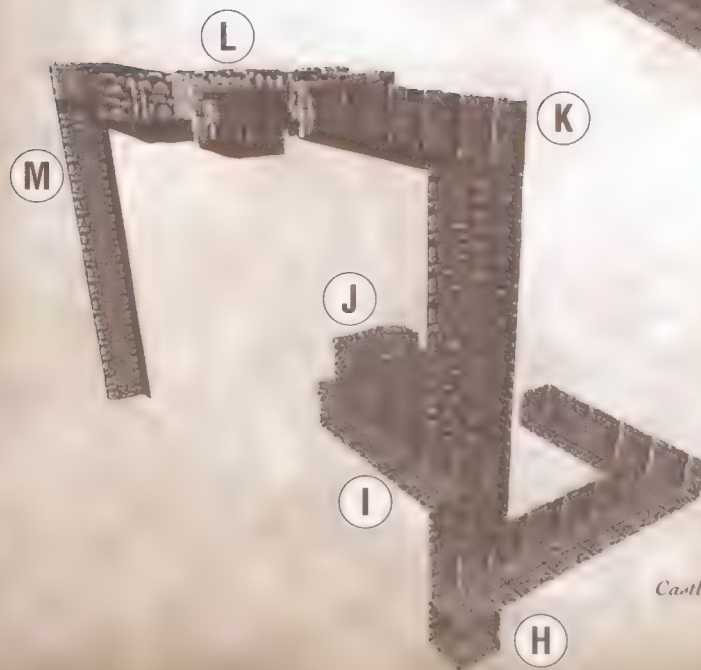
Cross through the room and go down the elevator shaft on the other side. (M) When you get to the bottom, do not pull the lever on the floor! (N) Nasty things will happen. Travel down the hall, to the right, and then go up the elevator shaft. (O) There are two openings off this shaft before you reach the top. The first leads to a trap. The second is the one you want. (P) It leads to another shaft which leads back to the top level. Follow the corridor around to the east and pull that lever. (Q) Retrace your steps from here to the top of the elevator shaft.

You aren't done yet. Head north to the central room. Because of all your lever pulling, you can now walk through the north exit. (R) Travel down the shaft and pull the lever at the bottom, (S) then get back to the gate room. You are almost done. Take one last trip down to the lowest level using the southern elevator shaft. Pull the lever at the east end of the corridor, then ride the elevator back to the top. The blue bars blocking the bannered doorway are gone. The lich is in the room at the end of the corridor. (T)

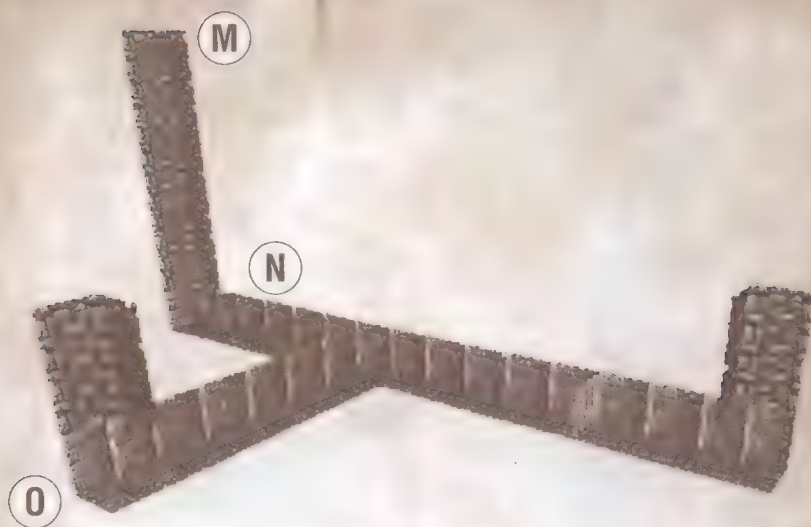




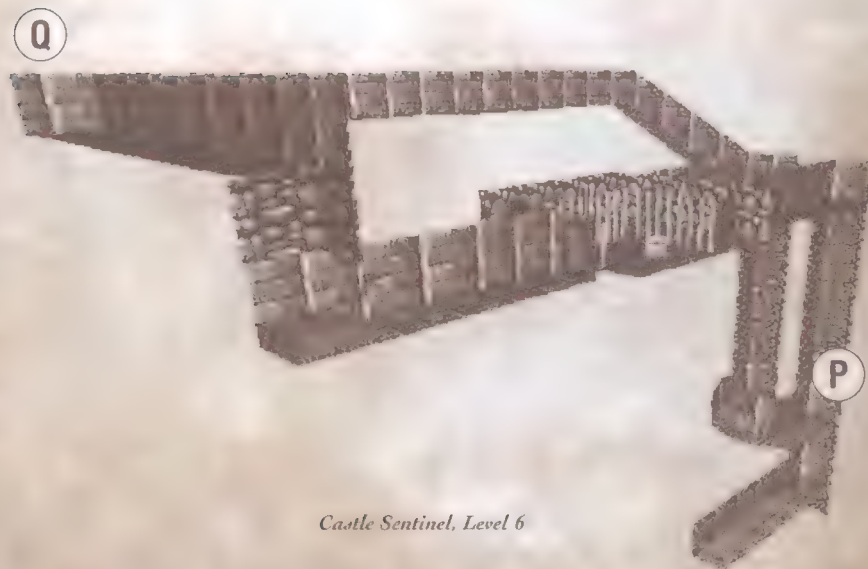
*Castle Sentinel, Level 3*



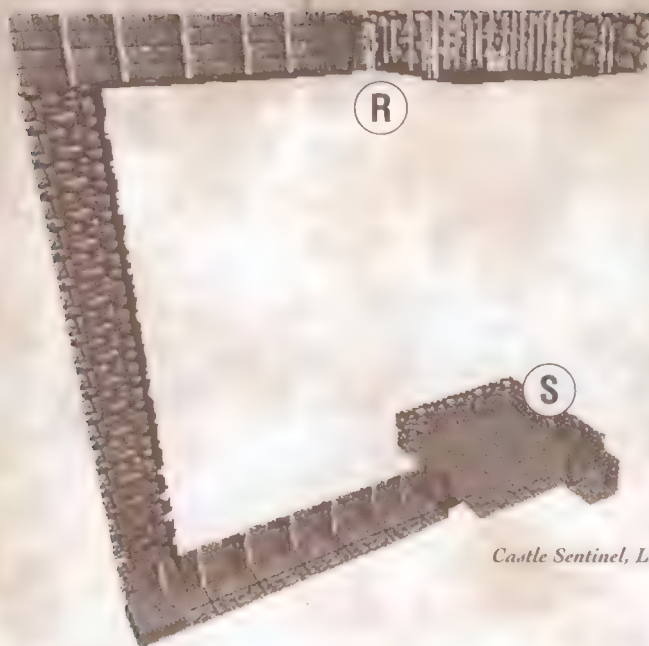
*Castle Sentinel, Level 4*



*Castle Sentinel, Level 5*



*Castle Sentinel, Level 6*



*Castle Sentinel, Level 7*



*Castle Sentinel, Level 8*

## Castle Llugwych

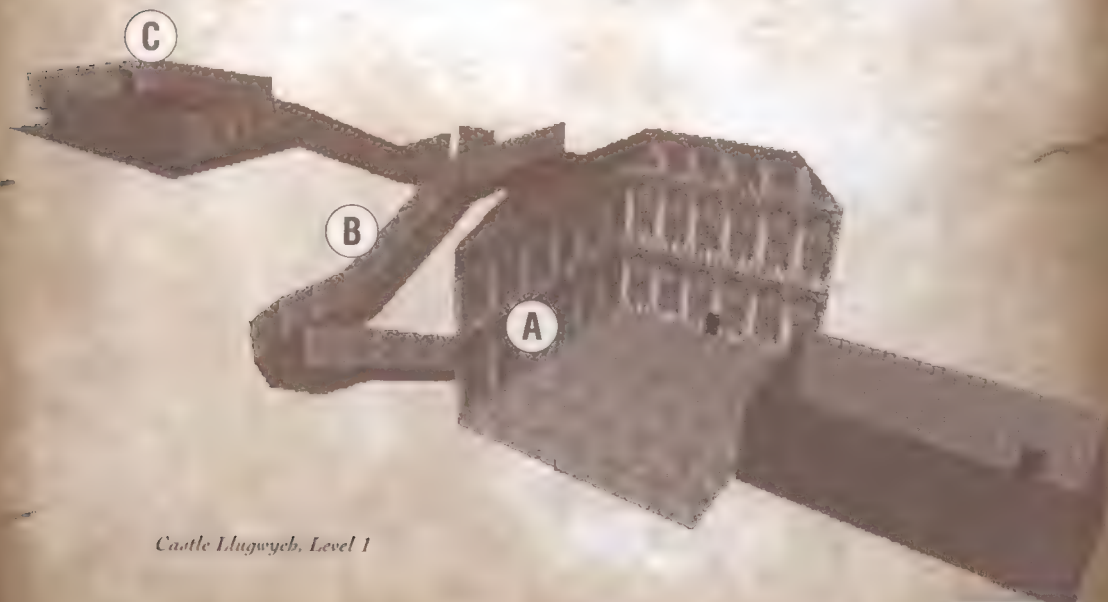
**Monsters:** Humans

**Important Characters:** None

**Quests:** The Ancient Watcher

You enter Castle Llugwych through an outer foyer. Go into the main hall and through the doorway opposite from where you entered. (A) This leads to a corridor that winds its way up and around, (B) eventually coming to a room. (C) Cross through the room to the other side.

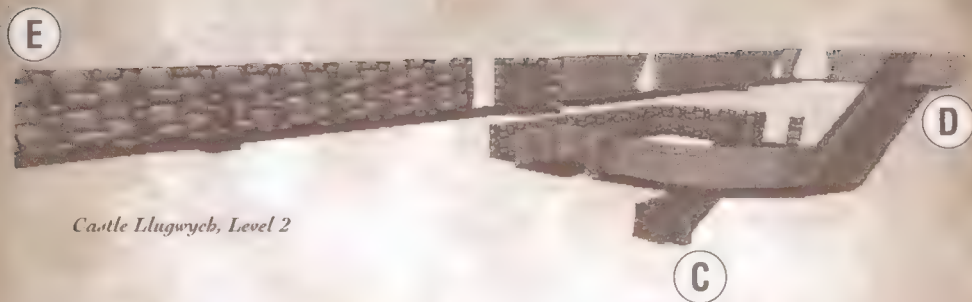
More tunnels curl around the room (D) and then over the top of it. (E) Just keep on following the halls as shown in the pictures. (F) Near the final room, you will cross the bottom of a short elevator shaft. (G) Just keep on going. In a small room (H) not far from there is a lever which opens a secret door farther down the hall. (I) Behind the secret door is a second lever that opens the door to the final room. Go back to the short shaft and up through it. You now have clear access to the final room. (J)



*Castle Llugwych, Level 1*

**START**

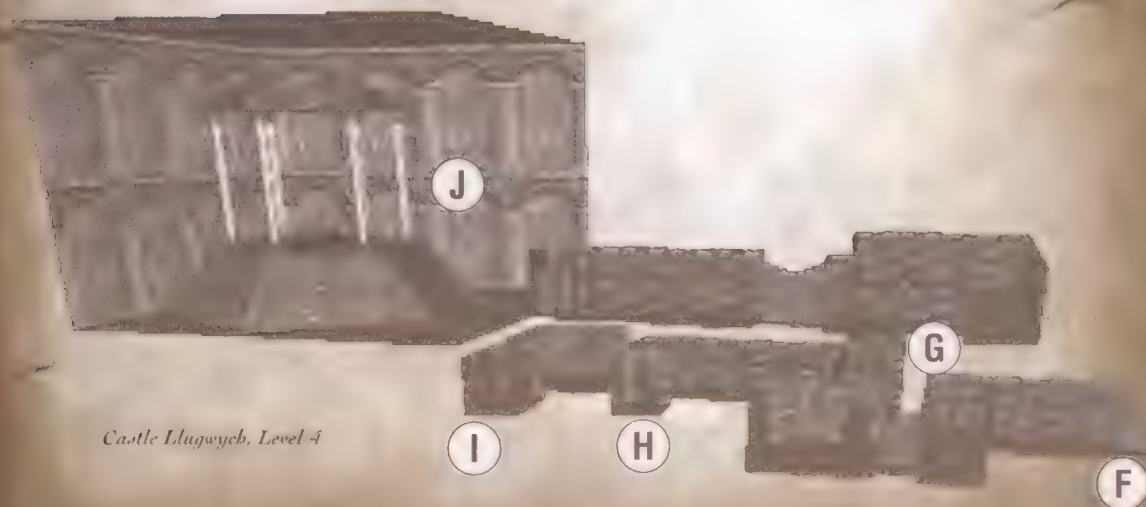




*Castle Llugwych, Level 2*



*Castle Llugwych, Level 3*



*Castle Llugwych, Level 4*

## Orsinium

**Monsters:** Orcs, orc sergeants, orc warlords, orc shamans, orc cooks . . .

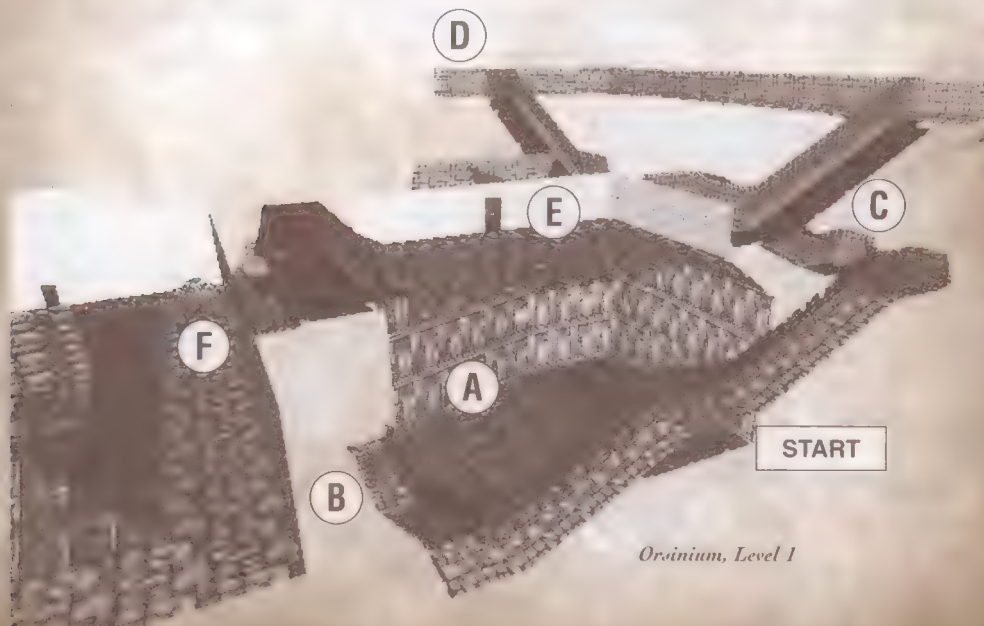
**Important Characters:** King Gortwog

**Quests:** Orcish Emancipation and Barenziah's Book

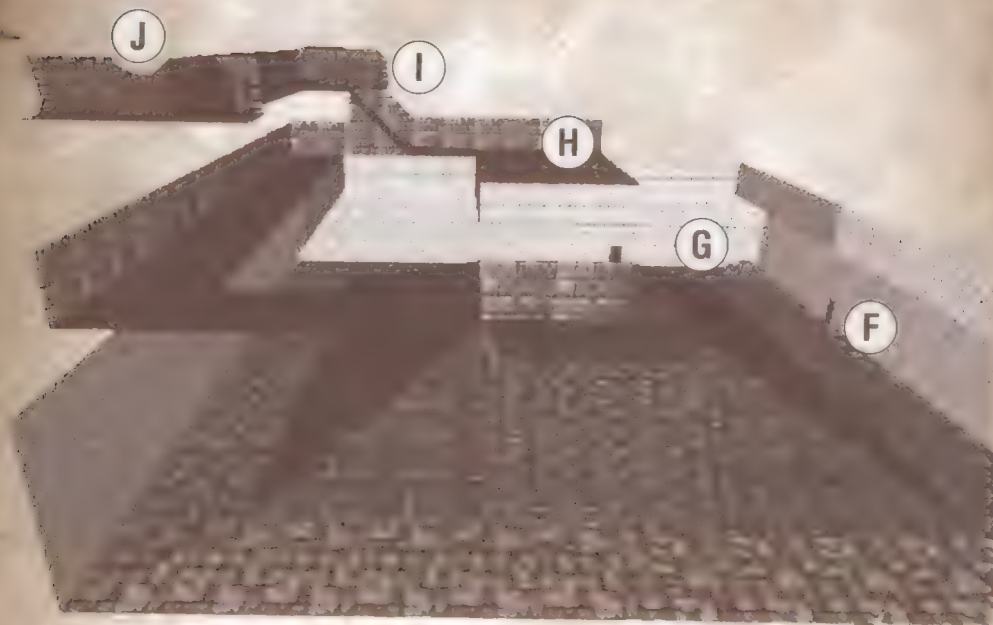
Orsinium is home to the orcs and King Gortwog. You will find Gortwog in the first large room of Orsinium. (A) Unlike the other castles, all the orc guards do not hold their fire. In most cases you will have to kill one of them before you can talk to Gortwog or enter his dungeon.

At the back of the main hall are two exits. You want the one on the left. (B) Just keep following the corridor up and around. (C),(D) When you get to the pyramid room, (F) step into the fountain in the northeast corner of the room. (G) This will teleport you onto the platform above the pyramid well. (H) Once there, take the left-hand staircase up and into the maze. (I)

Fortunately, you do not need to negotiate the maze. Just follow the right-hand wall and duck into the first doorway. (J) Follow the corridor as it winds up and around (K) through a couple of natural caves. (L), (M) Beyond



*Orsinium, Level 1*



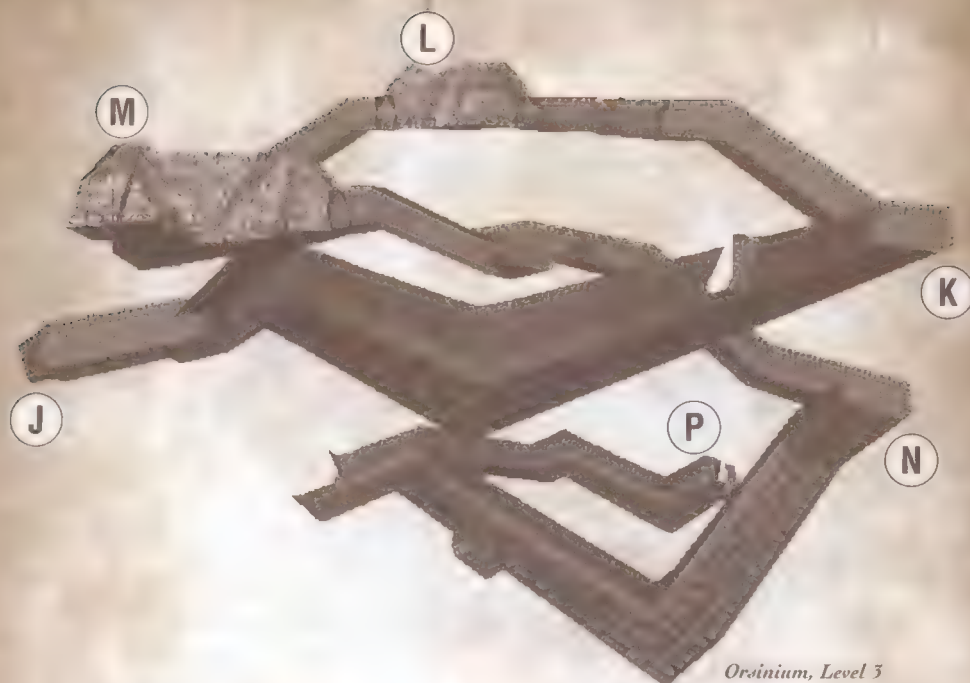
*Orsinium, Level 2*

the caves, follow the tunnels down and around. (N) Keep going down and you will enter an arena, and the object of your desire—the Emperor's Letter—will be in the center. (Q)

In the Barenziah's Book quest, you have to go to a different part of Orsinium. The book is hidden inside the giant pyramid. First you have to negotiate the maze. Find the wheel, as shown in the pictures, and click on it. (R) This will unlock, but not open, the doors beneath the pyramid. Jump into the pyramid well and go to the east door. Behind it is Barenziah's book. (S)

To get out, pull the lever in the same room. Back out in the large room, a stair has been raised which will allow you to reach a wheel that is mounted on the side of the well. Clicking the wheel teleports you back up to the platform above the pyramid. (H)



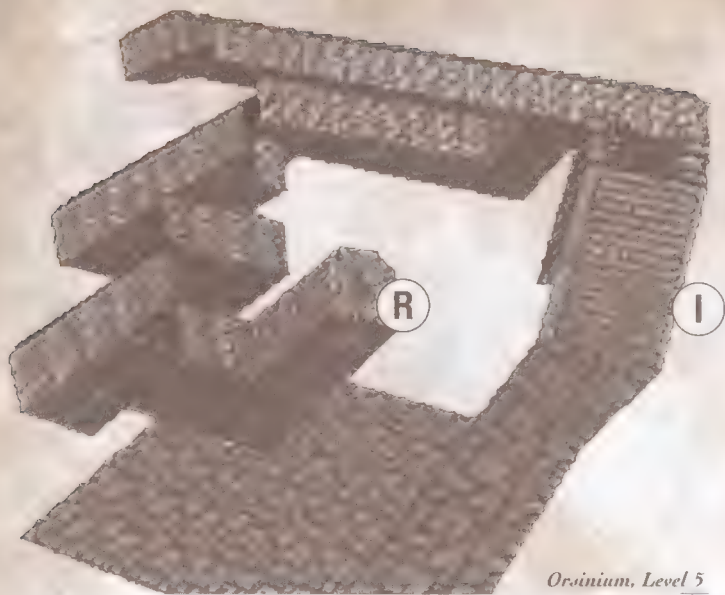


*Orsinium, Level 3*



*Orsinium, Level 4*





*Orsinium, Level 5*



*Orsinium, Level 4*

## Lysandus' Tomb

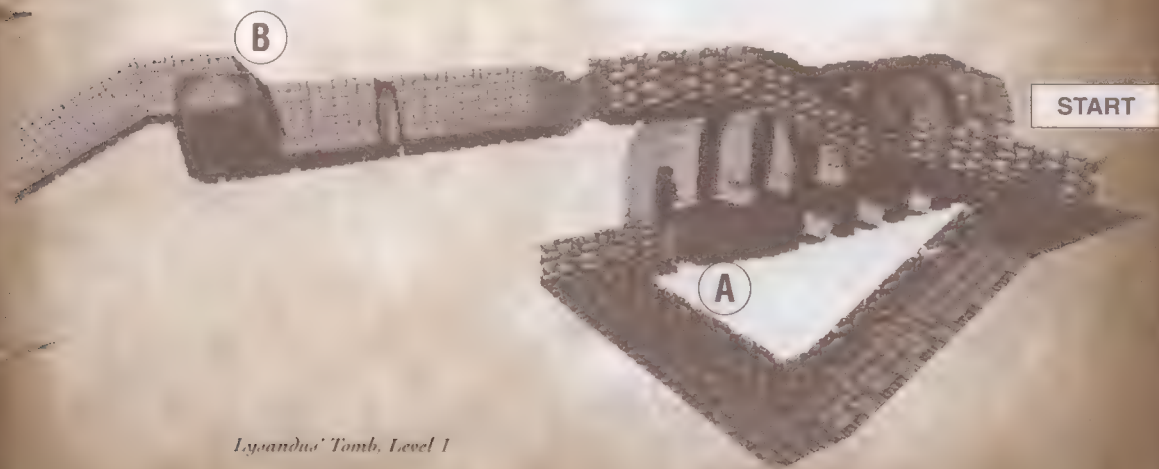
**Monsters:** Undead, of course

**Important Characters:** None

**Quests:** Lysandus' Revelation

Your goal is hidden deep in the sprawling crypt of Lysandus' Tomb. Take the left door at the end of the entrance room, (A) and follow the corridor up and around until you get to a glowing, floating skull. (B) Clicking on the skull will teleport you to a torture chamber. (C) Exit through the northwest door and continue down the hallway, through another room, (D) and on around to the north until the corridor ends in a door. (E) Travel left through the door, then wind your way through several intersections until the corridor again ends in a door to the north. (F) Continue to follow the twisting path through a maze of passageways to a second large torture chamber. (H) The west door leads up a stairway (I) and eventually to a door to the east. (J)

You are now approaching the heart of the crypt. Walk through the door and wind around and down until you reach a shaft. (K) At the bottom, you will enter a corridor which circles the main burial chamber. The only door of interest here is the last one before you reach the ramp to the tomb's upper chamber. (L) This door leads to a lever which opens a secret door. (M) Return to the corridor and enter



*Lysandus' Tomb, Level 1*



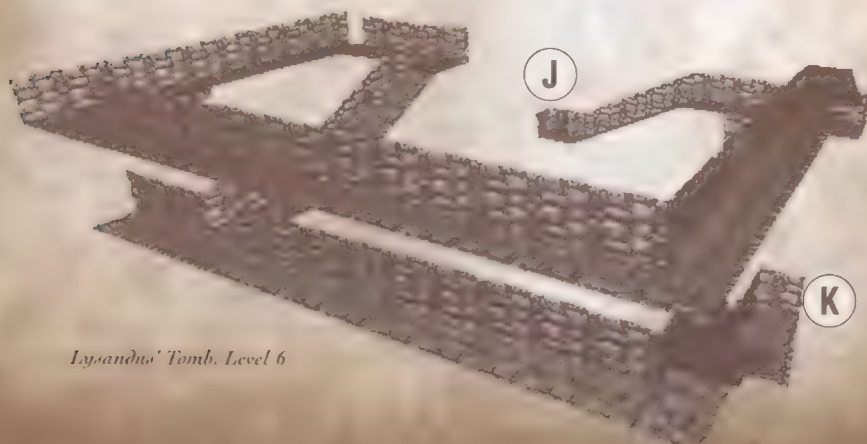




*Lysandus' Tomb, Level 4*

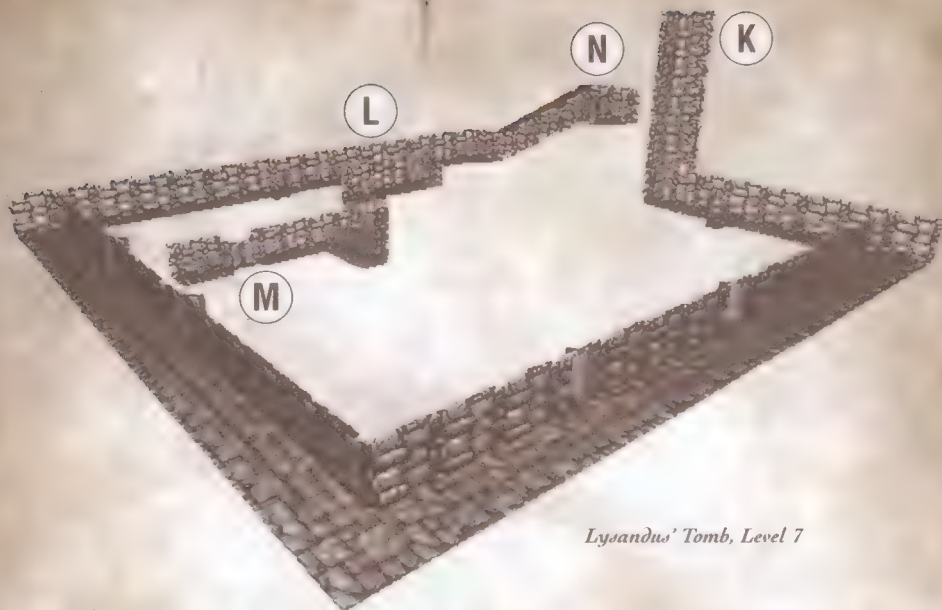


*Lysandus' Tomb, Level 5*

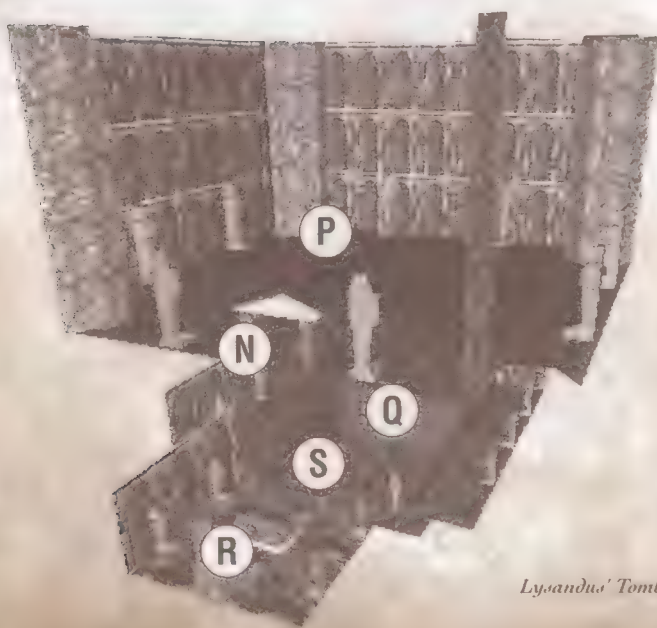


*Lysandus' Tomb, Level 6*





*Lysandus' Tomb, Level 7*



*Lysandus' Tomb, Level 8*

## Woodborne Hall

**Monsters:** Humans

**Important Characters:** Lord Woodborne

**Quests:** Lysandus' Revenge

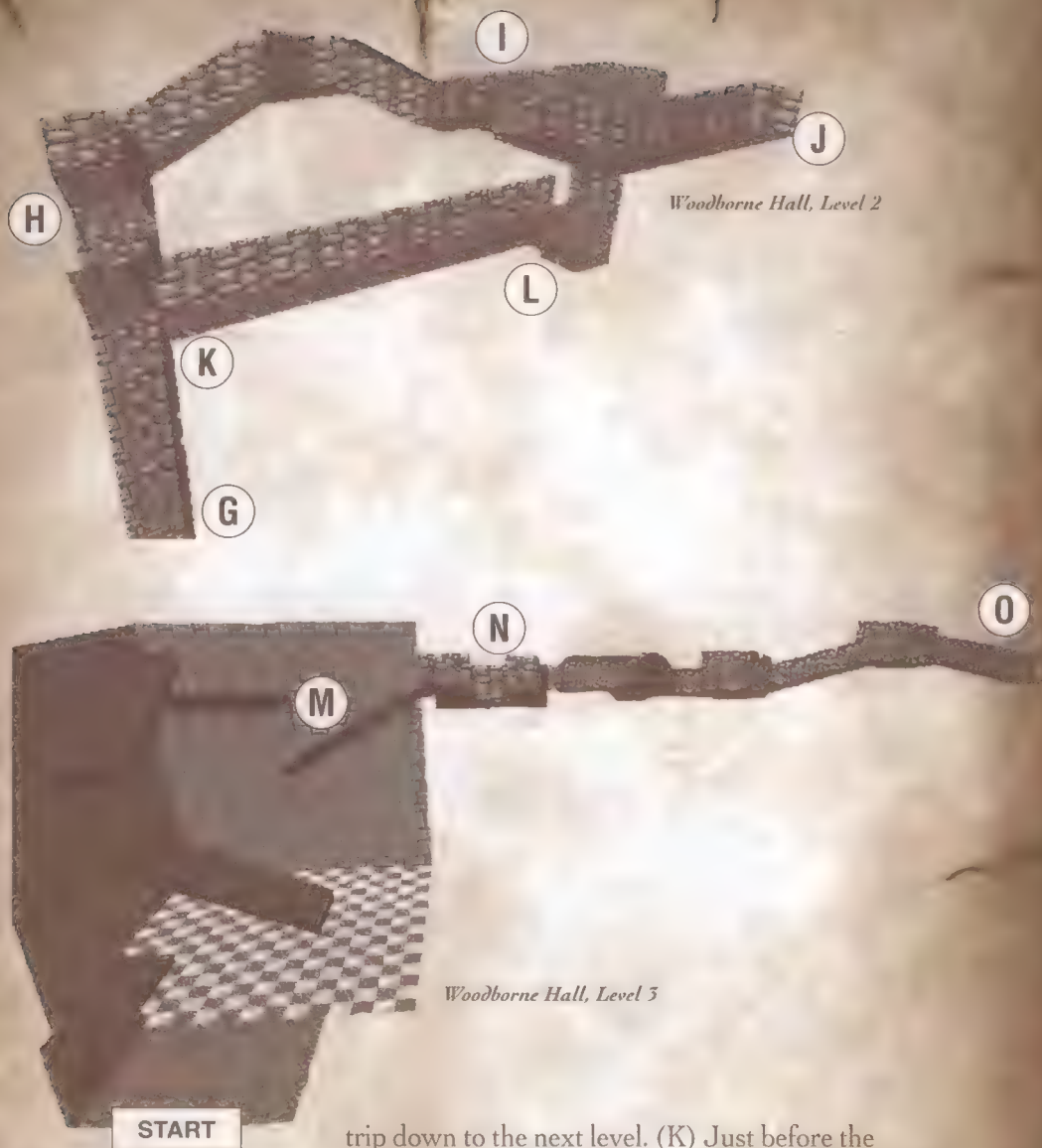
Lord Woodborne built this hall to withstand invasions. To that end, the ramp up into the dungeon has to be assembled by pulling various levers. Of course, if you can levitate, none of this is necessary. Or is it? Unfortunately, there is a locked door at the top that only opens when the last segment of the ramp is put into place. (N)

The first two levers can be found through the lefthand door next to the entrance. (A) Go down the shaft to the first opening. (B) Walk down the hall and you'll find a small room with the first lever. (C) Next, go back to the shaft and down to the bottom. (D) The second lever is hidden inside the room at the end of the hall. (E)

The last two levers are behind the right-hand door near the entrance. (F) Go up to the top of the tall shaft. (H) Bend around, keeping to the right. When you see a door on the left, click on the torch nearby. (I) This will reveal a secret hallway that contains a lever. (J) Go back to the elevator shaft and take a very short



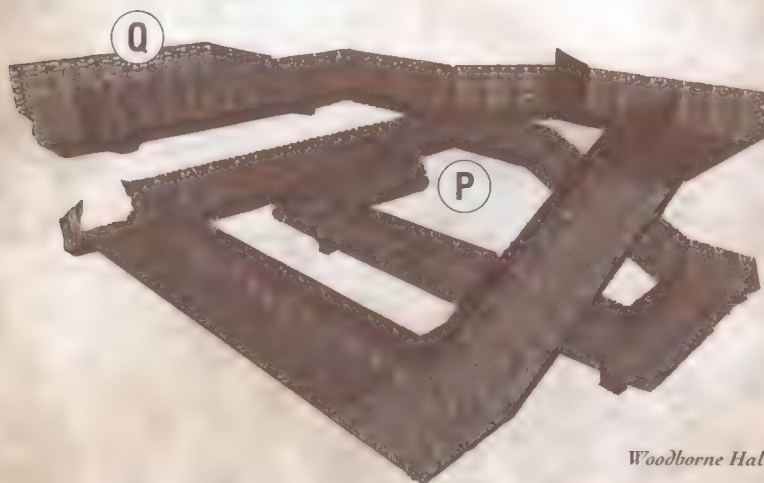
Woodborne Hall, Level 1



trip down to the next level. (K) Just before the corridor takes a sharp left turn you'll spot a torch. (L) Click on it and another secret door will open to reveal another lever.

Now you can climb up the ramp and through the door. Follow the corridor as laid out in the pictures. It twists around quite a bit, but you will find Lord Woodborne in the room shown in the picture. (Q)



*Woodborne Hall, Level 4**Woodborne Hall, Level 5*

The other way to deal with Lord Woodborne is to find his personal journal. It is closer to the entrance than Lord Woodborne himself, and it is therefore somewhat easier to get. The first part of the journey is the same as the one to get to Lord Woodborne. Turn where it is marked on the picture, (R) then wind your way down until you reach a shaft. (T) The corridor to the right is blocked by a stone plug. Ride the elevator to the top, then pull the lever to ride the elevator back down. This same lever also moves the stone plug. Sneaky, eh? You can now get to the room where Lord Woodborne has hidden his private journal. (U)





*Woodborne Hall, Level 6*



*Woodborne Hall, Level 7*

## Mantellan Crux

**Monsters:** Daedra, daedra, and more daedra

**Important Characters:** Clavicus Vile (a cameo appearance only)

**Quests:** Journey to Aetherius

This is by far the strangest and most complicated dungeon in all of *Daggerfall*. It is also the toughest. Be prepared when you enter it. There is no going back to town half way through. You will want a few *levitate* spells.

The Mantellan Crux is divided into six chambers. The first five consist of sets of floating objects in a sea of stars. Actually, the fourth chamber is surrounded by lava, but let's not be too picky about descriptions. Each chamber has a series of traps and puzzles you must solve to move onto the next chamber.

### Floating Island Chamber:

This is filled with floating pieces of land. You start on the largest piece, having been teleported there by Nulfaga. Immediately below your feet is your goal. (A) Inside the floating island is a carpet. Standing on the carpet will teleport you to the next chamber. However, getting to the carpet is a little more difficult.

The first thing you need to do is get to the small island way up over your head. (B) To do this, click on the statue next to where you start. It casts a levitate spell on you. The lever on top of the small island will open a gate in the lower large island. (C)

Now you need to get to the lower large island. Probably your levitate spell is still active. Otherwise, follow the path of small islands encircling the large starting island. (D) The small islands lead to a lever. (E) Click on the lever, and the last small island floats down to the lower big island. Hop on for a free ride.

The large lower island has four floating doors. (F) The west door is booby trapped. The east and south doors will open gates in other areas of the chamber. To get to the next chamber, you only need to click on the south door. It reveals a hole in the wall—up near the top of the chamber. (G)



*Mantellan Crux—Floating Island Chamber, Level 1*

Before entering this hole, you must go inside the lower large island and pull the lever. (H) This will lift a hidden gate farther in. (I) The only way to get to the hole in the stars is to use the levitate spell again. Use the elevator island to get back to the large starting island and click on the statue.

Once inside the hole in the wall of stars, you will find yourself in a series of long tunnels. (J) They eventually lead to a lever and some more of those blue bars. Pulling this lever opens a small section of hallway with three other levers in it. (L) Each lever raises and lowers a set of four gates farther down the hall. Click on each of the levers once. Now click on the first lever (farthest from your goal) again. Down at the end of the hall is yet another lever. (M) Pulling this will open the gate on your starting island. (A) You can now walk in and get teleported to the next chamber.



*Mantellan Crux—Floating Island Chamber, Level 2*

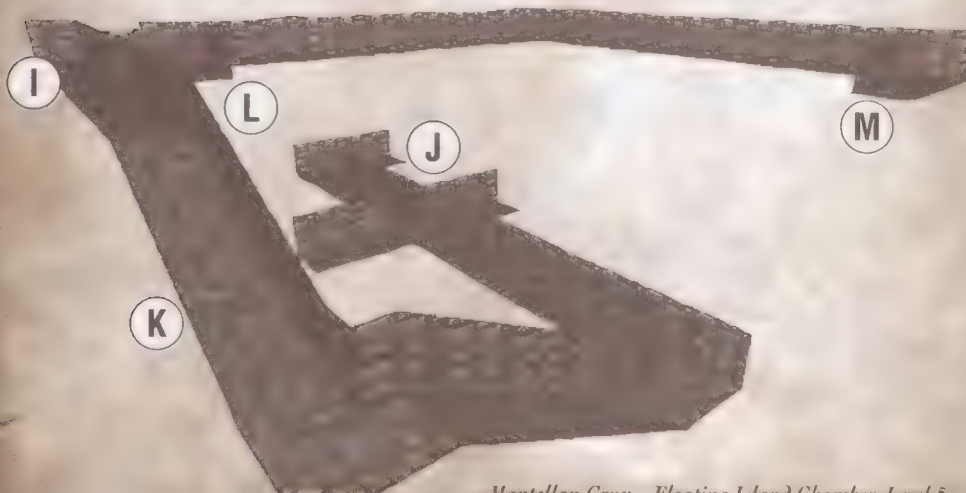


*Mantellan Crux—Floating Island Chamber, Level 3*

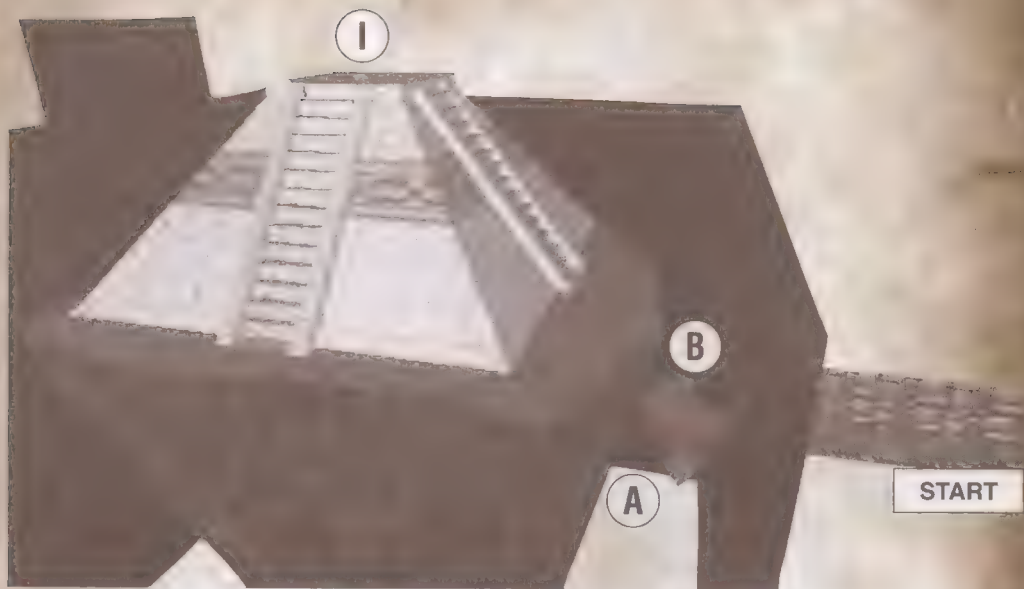




*Mantellan Crux—Floating Island Chamber, Level 4*



*Mantellan Crux—Floating Island Chamber, Level 5*



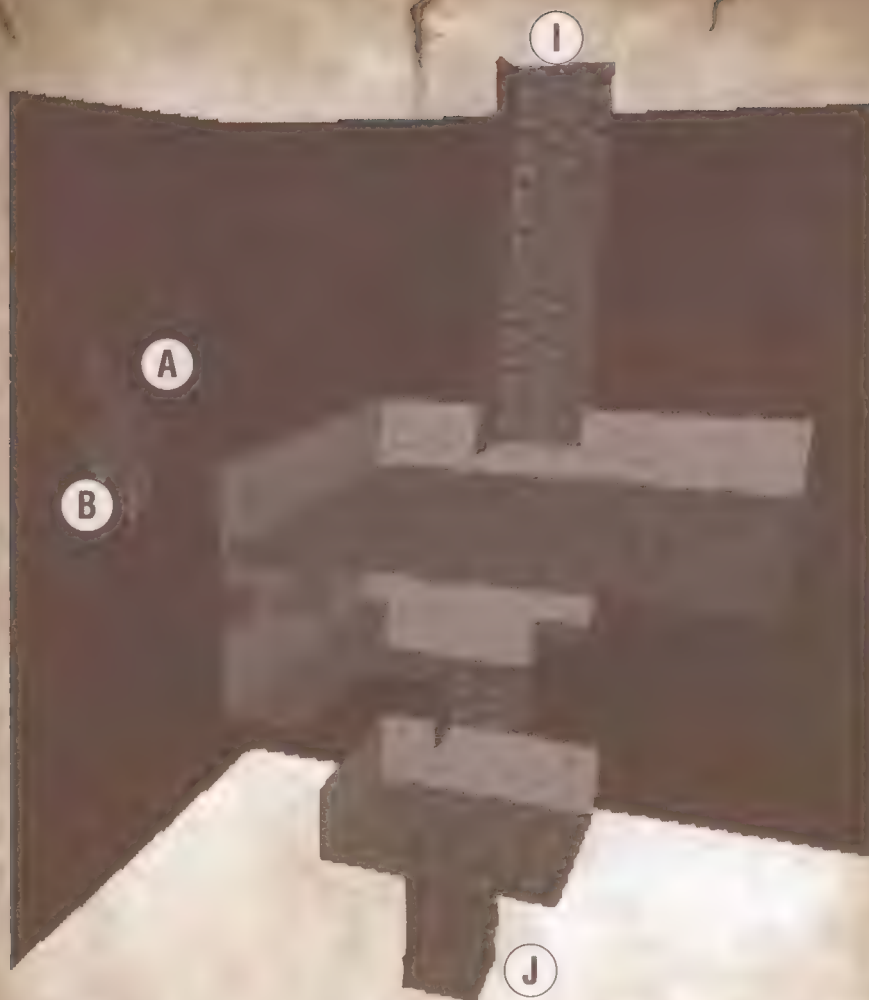
*Mantellan Crux, Temple Chamber, Level 1*

## Temple Chamber:

This features a large pyramid atop a floating island. Once again your goal is near at hand, but the path is far afield. You want to get inside the pyramid, which will teleport you to the next chamber. Of course, it isn't that simple.

To the left of the entrance is a stack of coffins, (A) and to the right is a small floating island with a lever. (B) Don't bother going left. Left leads to the pyramid, and you can't open it yet. Take the island elevator down.

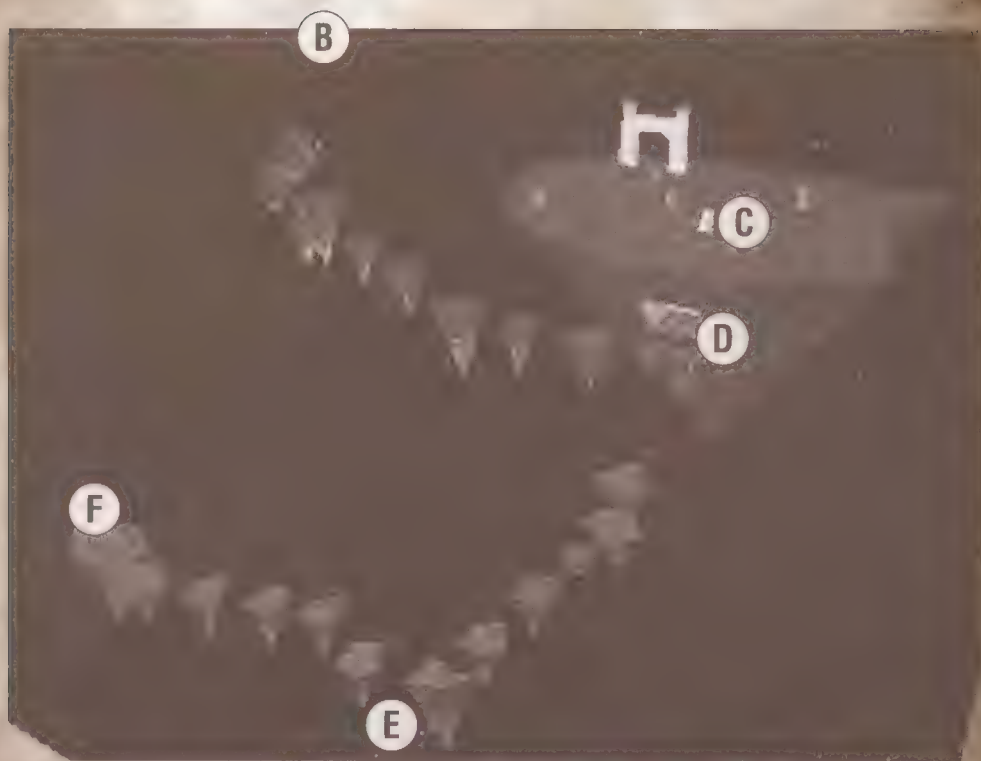
The pathway leads to a large, floating island. On it are several tombstones. (C) Three of them will do special things, and they are accompanied by ghostly moans. One of the tombstones gives you an epitaph. The name on the stone, "Benefactor," is important. The other two open gates, one inside the pyramid, and one leading into the interior of the floating island you are standing on. (D) Having activated all the tombstones, (D) go down and around the floating island. Then go inside and pull the lever. It opens the last blocking gate.



*Mantellan Crux, Temple Chamber, Level 1*

Continue along the path of small floating islands. (E) When you get to the end of the line, there is an elevator island (F) that will take you up to the hole in the wall of stars. (G) In a room that lies past that, you'll see an ominous-looking man. If you click on him, he demands you tell him his name. (H) His name is "Benefactor." This will open the trap door on top of the pyramid. (I)

With the pyramid open, you can go down through it. At the very bottom is a shaft. (J) Jump into it. When you land on the floor, you will get teleported to the next chamber.



*Mantellan Crux, Temple Chamber, Level 5*





*Mantellan Crux, Temple Chamber, Level 4*



*Mantellan Crux, Temple Chamber, Level 5*



*Mantellan Crux, Inverted Shrine Chamber, Level 1*

## Inverted Shrine Chamber:

Upon first entering this chamber, you are presented with two choices. To the right is an elevator shaft, which you should ignore. To the left is an entrance into the wall of stars. (A) Head left, then follow the steps as they wind around to the right (B) and lead you to the upside-down shrine. (C)

There are four doors at the shrine. (D), (E), (F), (G) Walk to the right and enter the door on that side. (D) Inside, you'll spot a lever on the ceiling—which is actually the floor since this whole structure is upside-down. Clicking on the lever will open the box in the room on the opposite side. Go all the way around



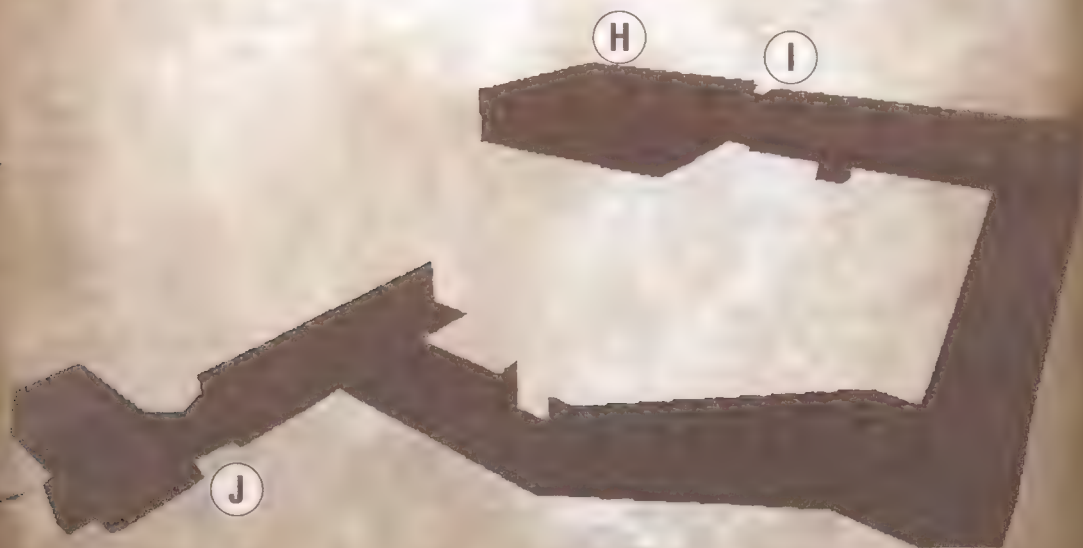
*Mantellan Crux, Inverted Shrine Chamber, Level 2*

the shrine and into that door, (E) and click on the now-revealed lever. This opens the door in the front of the shrine. (D) Now you can go in there and click on the blue obelisk.

The obelisk will teleport you to a room with eight doors. (H) Most of these doors have monsters behind them, and a few have traps. The eastern door on the south wall leads to the exit. (I) Take it and keep going west. (J) You will end up in the next chamber.



*Mantellan Crux, Inverted Shrine Chamber, Level 3*



*Mantellan Crux, Inverted Shrine Chamber, Level 4*



## Fiery Heads Chamber:

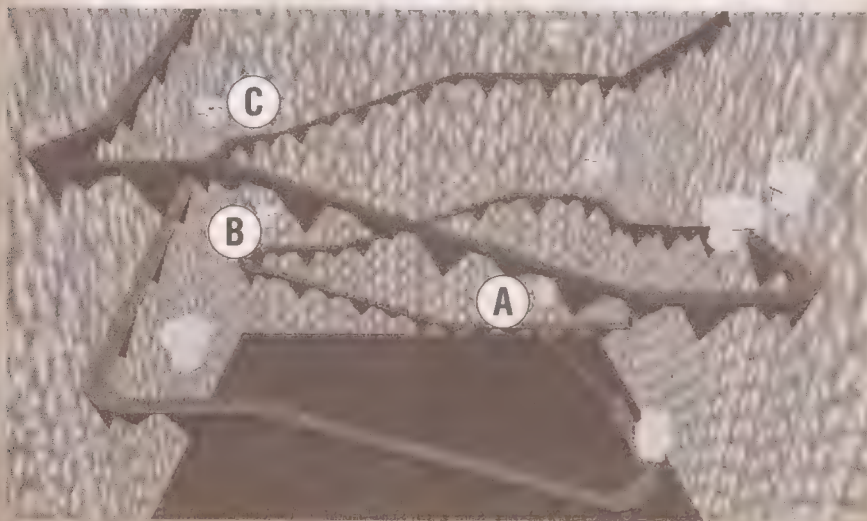
The fourth chamber has fiery walls. Two narrow stone bridges lead up to the eye sockets of a huge stone head. You need to get inside the head.

After entering the chamber, click on the first small head you come to. (A) This is where the path splits. It will give you a cryptic warning that is also a clue. Two of the small heads are facing the large head. You must click on these two to enter the large head. The other small heads are mostly traps.

Take the right-hand path and click on the first small head. (B) Then go back to where the path splits and take the left-hand path. Click on the third head. (C) If you click on the fifth small head, (D) it will cast a healing spell on you. It is also the only small head looking directly away from the large head.

Enter the large head, pausing to chat with the image of Clavicus Vile if you wish. Then go down the shaft and click on the dark stone head below. It will ask, "How many defy me?" The answer is "one," since only one small head faces directly away from the large head.

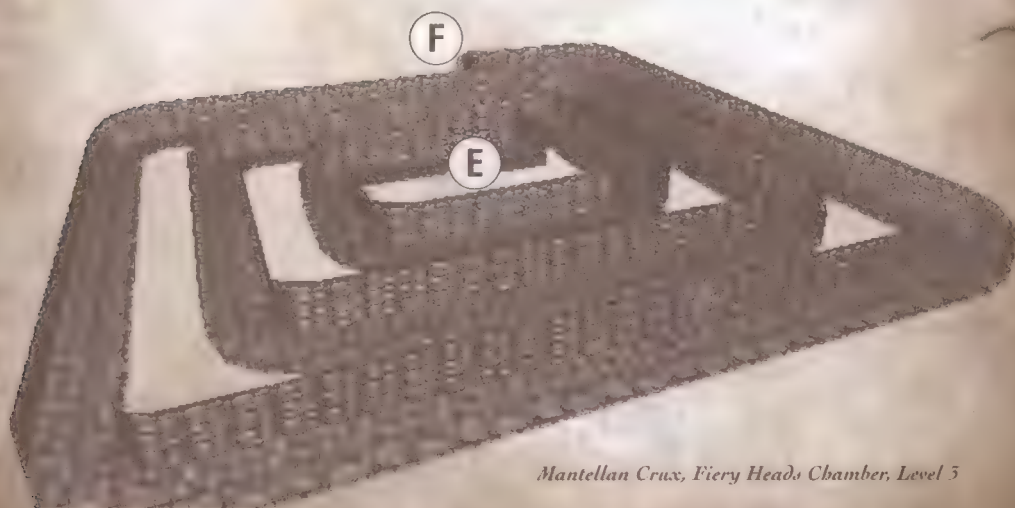
The correct answer teleports you to a room full of skulls. (E) Find the skull that is unique and click on it. The door will unlock. To avoid trekking all the way through the spiral, click on the middle skull on the shelf to your left as you are facing the door. It teleports you to a spot near the door to the next chamber. (F)



*Mantellan Crux, Fiery Heads Chamber, Level 1*



*Mantellan Crux, Fiery Heads Chamber, Level 2*



*Mantellan Crux, Fiery Heads Chamber, Level 3*

## Sword and Crossbow Chamber:

This is the last guardian chamber. Follow the staircase up, then take the steep ramp down. From here, either jump down into the pit, (A) which teleports you into the wall of stars chamber, or go up the shaft to the next level. In either case, you can go no farther until you speak with the image of Clavicus Vile in the room at the end of the upper hallway. (B)

Clavicus asks you what weapon he favors other than the blade. For a clue, go to the left or right of Clavicus' room and click on the armor you find there. This will send you on a dangerous tour of the starry chamber, where the answer will become obvious. However, since you have the hint book, you can avoid that by just answering "crossbow."



*Mantellan Crux, Sword and Chamber, Level 1*



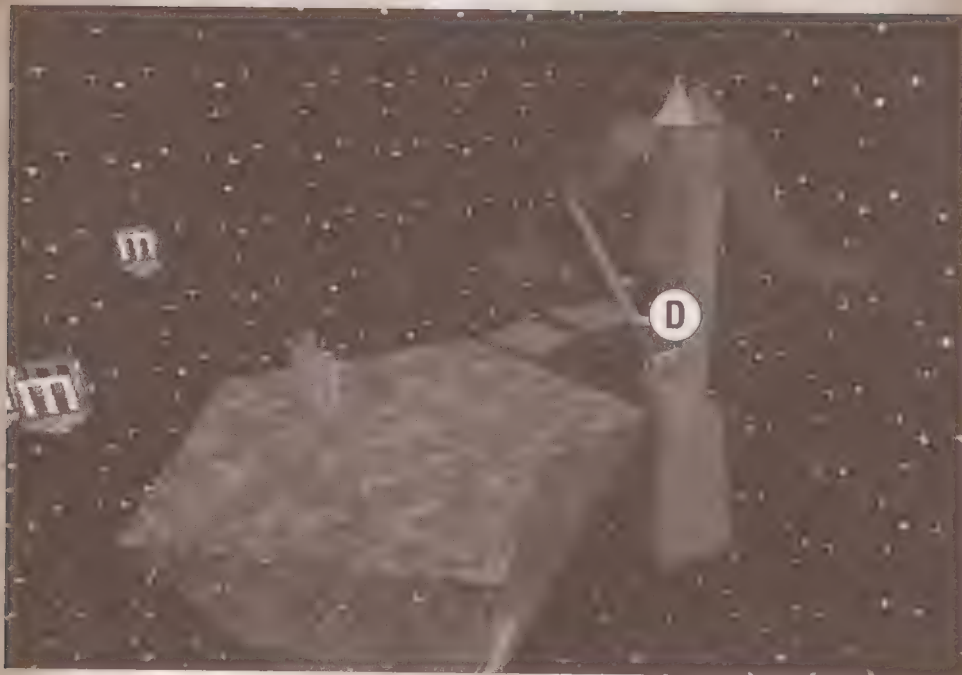


*Mantellan Crux, Sword and Crossbow Chamber, Level 2*

Now it is time to jump into the pit. Teleporting to the starry chamber places you on a floating island pierced by a huge sword. The door high up on the north wall is your ultimate goal. (C) Unfortunately, the way is blocked by magical blue bars. Far below you is a giant crossbow, which will become important later.

Nearby is a hole in the surface of the island. You may have trouble fitting into it. Try crouching first. A strange set of objects lies before you. On the ceiling are two red devices. Click only on the left one. The strange-looking chest opens to





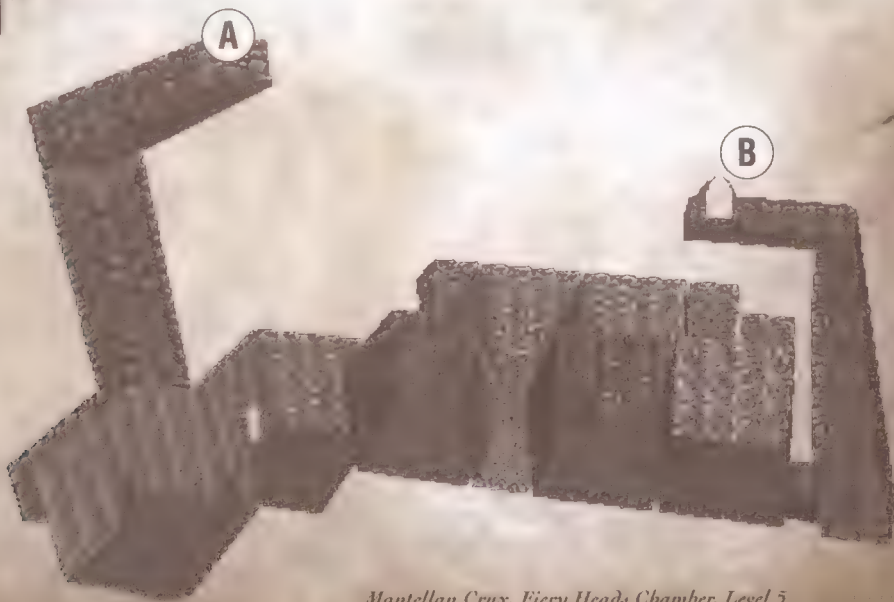
*Mantellan Crux, Fiery Heads Chamber, Level 2*

reveal a smaller chest. Click on it, and it opens to reveal a white gem. Clicking on the gem drops the entire island, and you with it, down below the sword.

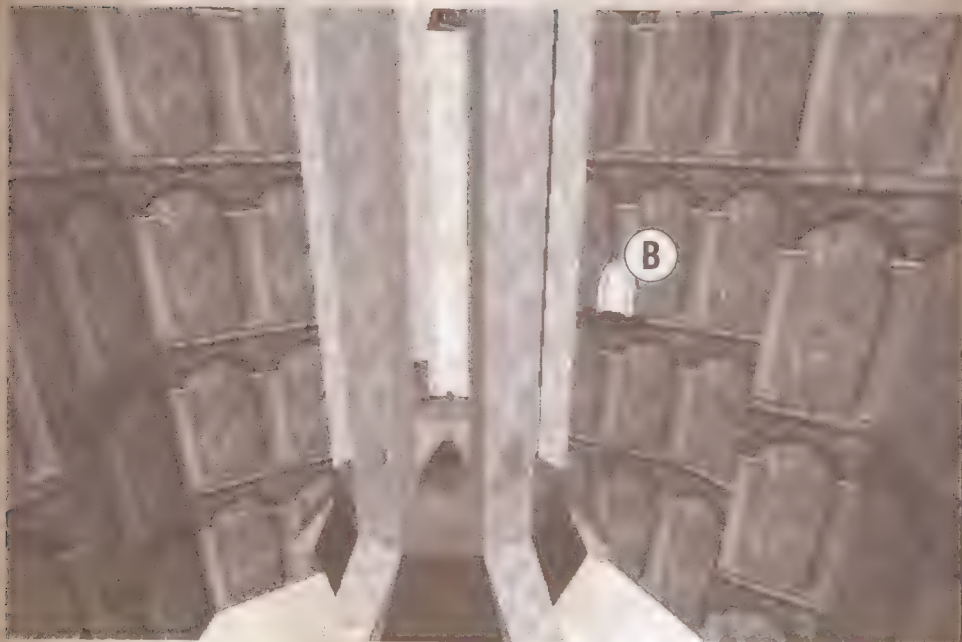
Going back outside, you can now step across the islands to the notch in the crossbow quarrel. (D) While standing in it, click on the lefthand axe. You are shot up into the floating target overhead! (E) Simultaneously, the giant sword will rotate down and make a sloped path for you to reach the door high up in the wall of stars.



*Mantellan Crux, Fiery Heads Chamber, Level 4*



*Mantellan Crux, Fiery Heads Chamber, Level 5*



## Mantella Chamber:

Exiting the sword and crossbow chamber, (A) you enter a confusing series of rooms filled with monsters. Getting beyond them places you at the edge of a balcony in the last chamber. (B) This chamber is very simple to navigate. Just float across to the Mantella and click on it. When you do so, Great Numidium comes to life. You are returned to Nulfaga's side, and the winning animations play. Congratulations! You have completed *The Elder Scrolls Daggerfall*.

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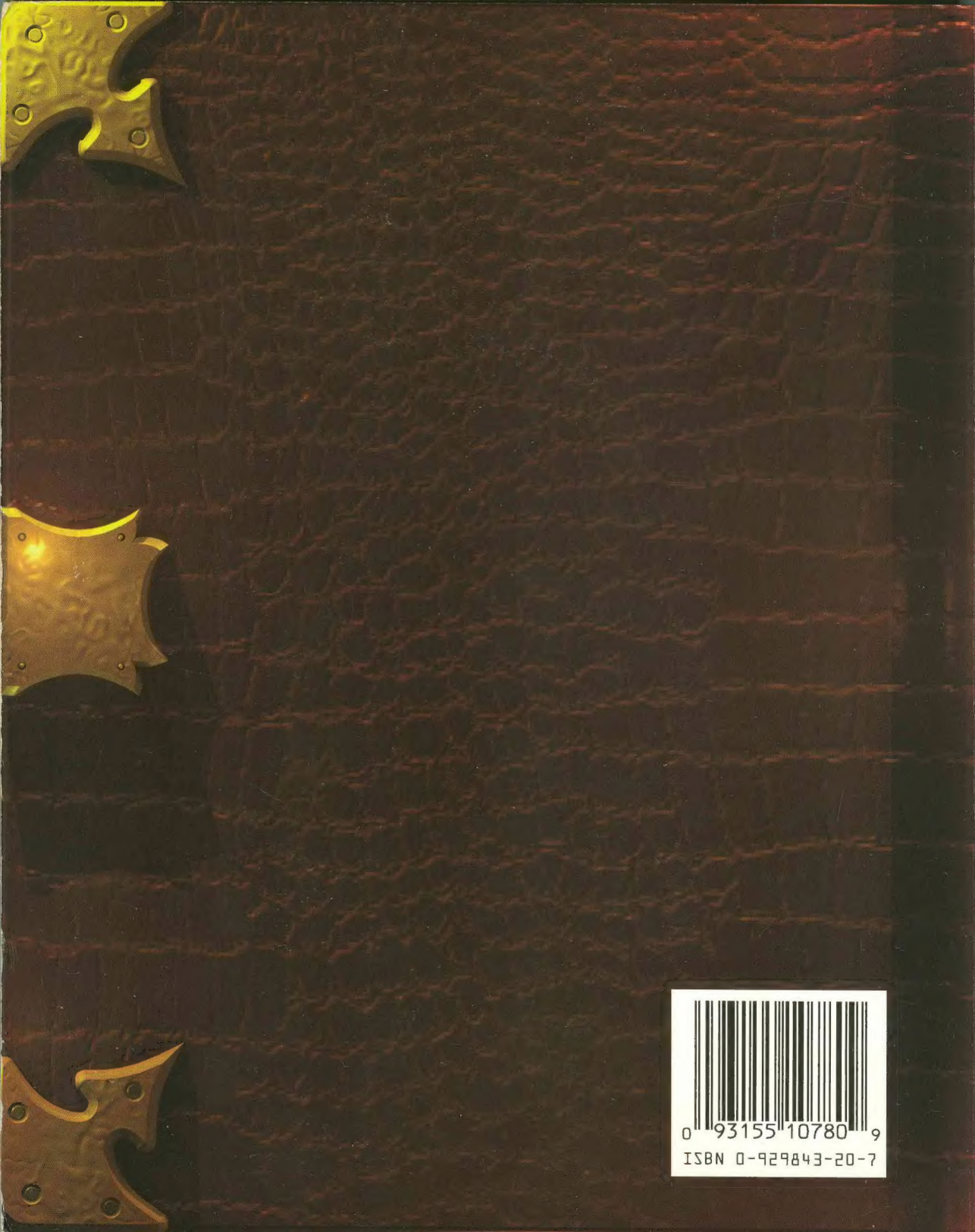
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